

**BATTLE DRILLS FOR THE  
BRADLEY FIGHTING VEHICLE  
PLATOON, SECTION, AND SQUAD**

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# BATTLE DRILLS FOR THE BRADLEY FIGHTING VEHICLE PLATOON, SECTION, AND SQUAD

## CONTENTS

	Page
Preface .....	iii
<b>CHAPTER 1. UNIT TRAINING</b>	
1-1. General .....	1-1
1-2. Training Guidance.....	1-1
1-3. Force Protection (Safety).....	1-2
1-4. Environmental Protection.....	1-2
1-5. Evaluation Information .....	1-3
<b>CHAPTER 2. TRAINING MATRIXES</b>	
2-1. General .....	2-1
2-2. Battle Drill 07-3-D9106--Knock Out Bunkers (Platoon) .....	2-1
2-3. Battle Drill 07-3-D9324--React to Ambush (Mounted).....	2-5
2-4. Battle Drill 07-3-D9103--React to Contact (Platoon/Squad) .....	2-12
2-5. Battle Drill 07-3-D9104--Break Contact (Dismounted) .....	2-17
2-6. Battle Drill 07-3-D9105--React to Ambush (Platoon/Squad) .....	2-20
2-7. Battle Drill 07-3-D9108--Enter and Clear a Building (Platoon) .....	2-25
2-8. Battle Drill 07-3-D9110--Enter/Clear a Trench (Platoon).....	2-30
2-9. Battle Drill 07-3-D9112--Conduct Initial Breach of a Mined Wire Obstacle (Platoon) .....	2-35
2-10. Battle Drill 07-3-D9122--React to Contact (Platoon/Squad) (Mounted).....	2-39
2-11. Battle Drill 07-3-D9123--Break Contact (Mounted).....	2-41
2-12. Battle Drill 07-3-D9282--React to a Chemical Attack (Platoon/Squad) .....	2-43
2-13. Battle Drill 07-3-D9283--React to Nuclear Attack (Platoon/Squad) .....	2-45
2-14. Battle Drill 07-4-D9101--React to Direct Fire/ATGM.....	2-46
2-15. Battle Drill 07-4-D9107--Knock Out a Bunker (Squad).....	2-52
2-16. Battle Drill 07-4-D9109--Enter a Building and Clear a Room (Squad) .....	2-56
2-17. Battle Drill 07-4-D9111--Enter/Clear a Trench (Squad).....	2-62
2-18. Battle Drill 07-4-D9203--React to Indirect Fire (Squad).....	2-65

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	Page
<b>CHAPTER 3. MISSION OUTLINES</b>	
3-1. General .....	3-1
3-2. Crew Drill 07-5-D9339--Engage Targets With the 25-mm Automatic Gun or 7.62-mm Coax (Crew) .....	3-1
3-3. Crew Drill 07-5-D9340--Reload TOW Launcher (Crew) .....	3-3
3-4. Crew Drill 07-5-D9341--Engage Targets With the TOW (Crew).....	3-6
3-5. Crew Drill 07-5-D9342--Remove a Misfired TOW (Crew) .....	3-7
3-6. Crew Drill 07-5-D9343--Load, Unload, and Stow Grenades for the M257 Smoke Grenade Launcher (Crew).....	3-10
3-7. Crew Drill 07-3-D9233--Dismount the Vehicle (Platoon/Squad).....	3-13
3-8. Crew Drill 07-3-D9234--Mount the Vehicle (Platoon/Squad).....	3-14
3-9. Crew Drill 07-3-D9235--Change Formation (Platoon) (Mounted).....	3-15
3-10. Crew Drill 07-3-D9236--Secure at Halt (Platoon) (Mounted).....	3-16
3-11. Crew Drill 07-3-D9237--Execute Action Right or Left (Platoon) .....	3-18
3-12. Crew Drill 07-5-D9330--Bail Out (Crew/Fire Team).....	3-19
3-13. Crew Drill 07-5-D9331--Evacuate Injured Personnel from a BFV .....	3-23
3-14. Crew Drill 07-5-D9332--Extinguish a Fire (Crew) .....	3-26
3-15. Crew Drill 07-5-D9338--Load the 25-mm Ammunition Ready Box (HE or AP) (Crew).....	3-27
<b>APPENDIX A. COMBINED ARMS TRAINING STRATEGY .....</b>	<b>A-1</b>
<b>GLOSSARY .....</b>	<b>Glossary-1</b>
<b>REFERENCES.....</b>	<b>References-1</b>

## PREFACE

The goal of training is to produce a combat-ready unit that responds rapidly to known or suspected enemy activity and defeats the enemy. Battle drill training is a key factor in achieving that goal.

This manual provides a set of core battle drills for the infantry rifle platoon and squad, active and reserve component. It describes a training method for small units. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions.

The actions and standards for the drills in this manual reflect general tactical principles that allow changes based on conditions during execution. Leaders should tailor training to realistic, challenging, and attainable goals, increasing the difficulty of conditions as the unit becomes more proficient.

The reduced time-distance aspects of battle drills make them excellent opportunities for training during the short periods that develop throughout the day.

The proponent for this publication is the US Army Infantry School. Submit recommendations for improving this publication on DA Form 2028 (Recommended changes to Publications and Blank Forms) or in any clearly written format and forward them to Commandant, US Army Infantry School, ATTN: ATSH-ATD, Fort Benning, GA 31905-5007. Electronic contact can be made at [doctrine@benning.army.mil](mailto:doctrine@benning.army.mil)

**Unless otherwise stated, masculine nouns and pronouns do not refer exclusively to men.**

## CHAPTER 1

### BATTLE DRILL TRAINING

1-1. General. The goal of training is to produce combat ready units that respond to known or suspected enemy activity and defeat the enemy. Drill training is a key factor in achieving that goal. It describes a training method for small units. This method requires training individual tasks, leader tasks, and collective tasks before the conduct of critical wartime missions. Leaders should tailor training to realistic, challenging, and attainable goals while increasing the difficulty of conditions as the unit becomes more proficient.

- a. A battle drill is a collective action executed by a platoon or smaller element without the application of a deliberate decision-making process. The action is vital to success in combat or critical to preserve life. The drill is initiated on a cue, such as an enemy action or simply a leader's order, and is a trained response to the given stimulus. It requires minimum leader orders to accomplish and is standard throughout the Army.
- b. A crew drill is a collective action that a crew of a weapons system or a piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life. This action is a trained response to a given stimulus such as a leader's simple order or the status of the weapon or equipment. It requires minimum leader orders to accomplish and is standard throughout the Army.
- c. Drills have the following advantages:
  - (1) They are based on unit missions and the specific tasks, standards, and performance measures required to support mission proficiency.
  - (2) They build from simple to complex and focus on the basics.
  - (3) They link how-to-train and how-to-fight at small unit level.
  - (4) They provide an agenda for continuous coaching and critiquing.
  - (5) They develop leaders and build teamwork and cohesion under stress.
  - (6) They enhance the chance for individual and unit survival on the battlefield.

1-2. Training Guidance. Train battle and crew drills using a talk-through, walk-through, and run-through method. You, of course, must be a master of the drill to be trained. You may wish to periodically talk your soldiers through the drill--explaining each soldier's role and then have them go through it slowly, on open ground, correcting any mistakes as they go. Use the following when developing training:

- a. Train as you fight. The goal of combat-level training is to achieve combat-level standards. Every effort must be made to attain this difficult goal. Within the confines of safety and common sense, leaders must be willing to accept less than perfect results initially and demand realism in training. They must integrate such realistic conditions as smoke, noise, simulated NBC, battlefield debris, loss of key leaders, and cold weather.
- b. Train using appropriate doctrine. Training must conform to Army doctrine. FM 100-5 (3-0), Operations, and supporting doctrinal manuals describe common procedures and uniform operational methods that permit leaders and organizations to adjust rapidly to changing situations.
- c. Use performance-oriented training. Soldiers learn best by using a hands-on approach. Leaders are responsible to plan training that will provide these opportunities. All training assets and resources, to include simulators, simulations, and training devices, must be included in the strategy.

d. Train to challenge. Tough, realistic, and intellectually and physically challenging training both excites and motivates soldiers and leaders. It builds competence and confidence by developing and honing skills.

e. Train to sustain proficiency. Once individuals have been trained to a required level of proficiency, leaders must structure training plans to repeat critical drill tasks at the minimum frequency necessary for sustainment.

1-3. Force Protection (Safety). Risk assessment is the thought process of making operations safe without compromising the mission. Unit leaders must continuously perform a risk assessment of conditions under which training is conducted to prevent the unnecessary loss of soldiers and equipment. The degree of risk varies with the conditions at the time of training. For example, have the soldiers done the training before? Will the training be done for the first time at night? Are the soldiers fatigued? In reality, risk management is smart decision-making.

a. A well-trained unit is normally accident free; however, accidents can occur through no fault of the soldier or equipment operator. Most accidents result from inadequately trained, unsupervised, or complacent personnel.

b. Training must be tough, realistic, and safe. Unit leaders must consider the following points as they integrate risk assessment into their training:

- Accept no unnecessary risks.
- Make risk decisions at the proper level.
- Accept risks if mission benefits outweigh the costs.

c. It is important to remember that the commander is the safety officer, but all soldiers and leaders are responsible for safe training. All leaders must--

- Identify the risks using the factors of mission, enemy, terrain, troops, time, and civil considerations (METT-TC).
- Assess possible loss, cost, and probability.
- Make decisions and develop controls to reduce risks.
- Implement controls by integrating them into plans, orders, standing operating procedures (SOPs), training performance standards, and rehearsals.
- Supervise and enforce safety controls and standards at all times. (Leaders should make on-the-spot corrections when an unsafe act is observed.)

d. Leaders use the safety checklist of the United States Army Safety Center, Fort Rucker, Alabama, in conjunction with local unit safety checklists, to enhance the overall safety practices of soldiers during training.

1-4. Environmental Protection. Compliance with environmental regulations is now a necessary cost of doing business. The Army expects soldiers to obey local, state, federal, and host-nation (HN) environmental requirements. By following the unit environmental SOP, the environmental guidance that leaders publish in operation orders (OPORDs), and installation environmental regulations, soldiers can help the Army meet its compliance goal. (See TC 3-34.489 [5-400].)

a. Prevention. This is the Army's attempt to reduce or eliminate pollution. Preventing pollution is always more effective and less costly than cleaning up polluted sites. Soldiers can support prevention efforts by reducing, reusing, or recycling waste products.

b. Conservation. Conservation is the Army's intent to preserve the natural and cultural resources under its care. Soldiers can support conservation by avoiding needless damage to the environment. During training exercises, practice trash and litter discipline. Afterwards, thoroughly police training

areas and bivouac sites. Participating in activities such as unit recycling and energy-conservation programs conserves resources for the future.

c. Supervise. Ensure soldiers observe environmental protection standards.

1-5. Evaluation Information. The purpose of evaluating a drill is to determine if the unit can perform all the performance measures within the allowed standards. During evaluations, concentrate on the unit's performance, not that of specific individuals. The best location for an O/C is one from which he can observe the actions of the entire unit. Use the drill book as a checklist. We recommend you do not use local checklists, as they can become negative training tools.



## CHAPTER 2

### Battle Drills

2-1. General. A battle drill is a collective action executed by a platoon or smaller element without the application of a deliberated decision making process. The action is vital to success in combat or critical to preserving life.

2-2. Battle Drill 07-3-D9106.

**TASK:** Knock Out Bunkers (Platoon) (07-3-D9106)

**CONDITIONS:** The platoon receives fire from the enemy in bunkers, while moving as a part of a larger force.

**STANDARDS:** The platoon destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate A Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field or Pressure Dressing
	081-831-1017	Put on a Tourniquet

References	Task Number	Task Title
STP 21-24-SMCT	081-831-1025	Perform First Aid for an Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
	081-831-1034	Perform First Aid for a Suspected Fracture
	081-831-1034-A	Perform First Aid for a Suspected Fracture
	081-831-1040	Transport a Casualty Using a One-Man Carry
	081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter
	081-831-1042	Perform Mouth-To-Mouth Resuscitation
	081-831-1042-A	Perform Mouth-to-Mouth Resuscitation
	061-283-1002	Locate a Target by Grid Coordinates
	071-326-0515	Select a Movement Route Using a Map
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From A Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

ILLUSTRATIONS: N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon initiates contact.
  2. The squad in contact establishes a base of fire.
  3. The platoon leader, his RATELO, platoon FO, and one machine gun team move forward to link up with the squad leader of the squad in contact.
  4. The platoon sergeant moves forward with the second machine gun team and assumes control of the base-of-fire squad.
  5. The base-of-fire squad--
    - a. Destroys or suppresses enemy crew-served weapons.
    - b. Continues suppressive fires at the lowest possible level.
  6. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
  7. The platoon leader determines that he can maneuver by identifying--
    - a. The enemy bunkers, other supporting positions, and any obstacles.
    - b. The size of the enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
    - c. A vulnerable flank to at least one bunker.
    - d. A covered and concealed flanking route to the flank of the bunker.
  8. The platoon leader determines which bunker is to be assaulted first and directs one squad (not in contact) to knock it out.
  9. If necessary, the platoon sergeant repositions a squad, fire team, or a machine gun team to isolate the bunker as well as to continue suppressive fires.
  10. The assaulting squad, with the platoon leader and his RATELO, move along the covered and concealed route and take action to knock out the bunker.
    - a. On the platoon leader's signal, the support squad lifts or shifts fires to the opposite side of the bunker from which the squad is assaulting.
    - b. At the same time, the platoon FO shifts indirect fires to isolate enemy positions.
  11. The assaulting squad leader reports to the platoon leader and reorganizes his squad.
  12. The platoon leader--
    - a. Directs the supporting squad to move up and knock out the next bunker.

OR

    - b. Directs the assaulting squad to continue and knock out the next bunker.
- NOTE:** The platoon leader must consider the condition of his assaulting squad (ammunition and exhaustion) and rotate squads as necessary.
13. The platoon leader reports, reorganizes as necessary, and continues the mission. The company follows up the success of the platoon attack and continues to assault enemy positions.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-12-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-3. Battle Drill 07-3-D9324.

**TASK:** React to Ambush (Mounted) (07-3-D9324)

**CONDITIONS:** The platoon/section enters a kill zone and the enemy initiates an ambush with a light antiarmor weapon and a high volume of fire.

**STANDARDS:** Vehicles in the kill zone immediately return fire, move out of the kill zone, or move to covered positions and return fire. Soldiers on disabled vehicles in the kill zone dismount, immediately assume concealed positions, and provide suppressive fires. The unit disengages the element in the kill zone.

OR

The unit forces the enemy to withdraw.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-311-6004	Correct Malfunctions of an M231 Firing Port Weapon on an M2 BFV
	071-311-6005	Engage Targets with an M231 Firing Port Weapon on an M2 BFV
	071-710-0002	Operate the Driver's Night Viewer AN/VVS-2 on a BFV
STP 7-11BCHM24-SM-TG	071-326-5911	Conduct Movement Techniques by an M2 BFV Platoon While Mounted
STP 7-11M14-SM-TG	071-311-6004	Correct Malfunctions of an M231 Firing Port Weapon on an M2 BFV
	071-311-6005	Engage Targets with an M231 Firing Port Weapon on an M2 BFV
	071-326-5911	Conduct Movement Techniques by an M2 BFV Platoon While Mounted
	071-710-0002	Operate the Driver's Night Viewer AN/VVS-2 on a BFV

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Vehicles in the kill zone immediately return fire, while moving out of the kill zone or moving to covered positions within the kill zone and continue to fire on the ambush position with the highest possible volume of fire.
2. Soldiers in disabled vehicles in the kill zone dismount immediately, assume covered positions, and add their suppressive fires against the enemy force.
3. The section within the kill zone gains suppressive fire:
  - a. Destroys or suppresses enemy firing most effectively against the section.
  - b. Obscures the enemy position with smoke.
  - c. Sustains suppressive fires.
  - d. The section not in the kill zone moves by a covered and concealed route to a vulnerable flank of the enemy position and assaults across the enemy position mounted.
  - e. BFVs and soldiers in the kill zone continue suppressive fires and shift fires as the assaulting section fights through the enemy position.
4. The platoon leader calls for and adjusts fires. On order, he lifts fires or shifts them to isolate the enemy position, or to attack them with indirect fires as they retreat.
5. The platoon leader reorganizes, reports, and continues the mission.

**NOTE:** If the platoon cannot continue the assault, it breaks contact.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1027	Conduct a Cordon and Search in a Built-up Area (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1108-A	Conduct a Passage of Lines as the Passing Unit (Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1261	Conduct an Attack of a Built-up Area (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1324	Conduct Security Operations in a Stability Environment (Antiarmor/Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
	07-2-1414	Establish Checkpoints and or Roadblocks (Antiarmor/Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2018	Conduct an Area or Zone Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
	07-2-2054	Reconnoiter a Built-up Area (Infantry Company)
ARTEP 7-12-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1027	Conduct a Cordon and Search in a Built-up Area (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1108-A	Conduct a Passage of Lines as the Passing Unit (Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1261	Conduct an Attack of a Built-up Area (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1324	Conduct Security Operations in a Stability Environment (Antiarmor/Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
	07-2-1414	Establish Checkpoints and or Roadblocks (Antiarmor/Infantry Company)
	07-2-1450	Secure Routes (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2018	Conduct an Area or Zone Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
	07-2-2054	Reconnoiter a Built-up Area (Infantry Company)
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
		Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)



**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
		Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
		(Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1324	Conduct Security Operations in a Stability Environment (Antiarmor/Infantry Company)
	07-2-1414	Establish Checkpoints and or Roadblocks (Antiarmor/Infantry Company)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
		(Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

2-4. Battle Drill 07-3-D9103.

**TASK:** React to Contact (Platoon/Squad) (07-3-D9103)

**CONDITIONS:** The platoon/squad is halted or moving. The enemy initiates fires on the platoon/squad with an individual or crew-served weapon.

**STANDARDS:** The unit returns fire immediately. The unit locates and engages the enemy with well-aimed fire and causes at least one enemy casualty. The leader can point out at least one-half of the enemy positions and identify the types of weapons (such as small arms, light machine gun).

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0511	React to Flares
	071-326-0513	Select Temporary Fighting Positions
	181-906-1505	Conduct Combat Operations According to the Law of War
	181-906-1505-A	Conduct Combat Operations According to the Law of War
STP 7-11BC1-SM-TG	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
	071-312-4027	Load an M249 Machine Gun
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
	071-312-4027	Load an M249 Machine Gun
	071-326-0501	Move as a Member of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-420-0005	Conduct the Maneuver of a Platoon

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0004	Engage Targets with an M136 Launcher
	071-312-4027	Load an M249 Machine Gun
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM24-SM-TG	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-420-0005	Conduct the Maneuver of a Platoon

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Soldiers immediately assume the nearest covered positions.
2. Soldiers return fire immediately on reaching the covered positions.
3. Squad/team leaders locate and engage known or suspected enemy positions with well-aimed fire, and pass information to the platoon/squad leader.
4. Fire team leaders control the fire of their soldiers by using standard fire commands (initial and supplemental) containing the following elements:
  - a. Alert.
  - b. Direction.
  - c. Description.
  - d. Range.
  - e. Method of fire (manipulation and rate of fire).
  - f. Command to commence firing.
5. Soldiers maintain contact (visual or oral) with the soldiers on their left or right.
6. Soldiers maintain contact with the team leader and indicate the location of the enemy positions.
7. The leaders (visually or orally) check the status of their personnel.
8. The squad/fire team leaders maintain visual contact with the platoon/squad leader.
9. The platoon/squad leader moves up to the squad/fire team in contact and links up with its leader.
  - a. The platoon leader brings his RATELO, platoon FO, the squad leader of the nearest squad, and one machine gun team.
  - b. The squad leader of the trail squad moves to the front of his lead fire team.
  - c. The platoon sergeant moves forward with the second machine gun team and links up with the platoon leader, ready to assume control of the base-of-fire element.
10. The platoon/squad leader determines whether or not his unit must move out of the engagement area.
11. The platoon/squad leader determines whether or not his unit can gain and maintain suppressive fires with the element already in contact (based on the volume and accuracy of enemy fires against the element in contact).
12. The platoon/squad leader makes an assessment of the situation. He identifies--
  - a. The location of the enemy position and obstacles.
  - b. The size of the enemy force engaging the unit in contact. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. Vulnerable flanks.
  - d. Covered and concealed flanking routes to the enemy positions.
13. The platoon/squad leader determines the next course of action (for example, fire and movement, assault, breach, knock out bunker, enter and clear a building or trench).
14. The platoon/squad leader reports the situation to the company commander/platoon leader and begins to maneuver the unit.
15. The platoon leader calls for and adjusts indirect fire (mortars or artillery). (Squad leaders relay request through the platoon leader.)

**TASK STEPS AND PERFORMANCE MEASURES:**

16. Leaders relay all commands and signals from the platoon chain of command.

17. The platoon sergeant positions the BFVs to observe and to provide supporting fires.

**NOTE:** Once the platoon has executed the React to Contact Drill, the platoon leader makes a quick assessment of the situation (for example, enemy size, location). He decides on a course of action. The platoon leader reports the situation to the company commander.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1045	Conduct a Defense (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1045	Conduct a Defense (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1171	Conduct a Tactical Road March (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1036	Conduct a Defense (Antiarmor Company/Platoon)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)



**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1171	Conduct a Tactical Road March (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1004	Assess Damage
	07-5-1101	Conduct Airborne Insertion
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1103	Conduct Ground Infiltration/Exfiltration
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1110	Establish Hide Site
	07-5-1111	Establish Surveillance Site
	07-5-1112	Conduct Linkup (LRS Team)
	07-5-1115	Establish a Patrol Base
	07-5-1201	Acquire a Target
	07-5-1401	Evade and Recover
	07-5-1406	React to Indirect Fire (LRS)
	07-5-1502	Establish/Recover a Cache
	07-5-1605	Consolidate and Reorganize (LRS)

2-5. Battle Drill 07-3-D9104.

**TASK:** Break Contact (Dismounted) (07-3-D9104)

**CONDITIONS:** The platoon/squad is moving or stationary. The enemy fires on the platoon/squad. The platoon/squad leader orders the platoon/squad to break contact. The platoon may be operating within supporting range of the BFVs.

**STANDARDS:** The unit moves to where the enemy cannot observe or place direct fire on it.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle

References	Task Number	Task Title
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0511	React to Flares
	071-326-0513	Select Temporary Fighting Positions
	181-906-1505	CONDUCT COMBAT OPERATIONS ACCORDING TO THE LAW OF WAR
	181-906-1505-A	Conduct Combat Operations According to the Law of War
STP 7-11BC1-SM-TG	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BC24-SM-TG	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
STP 7-11BCHM1-SM	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM24-SM-TG	071-326-5605	Control Movement of a Fire Team
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon

**ILLUSTRATIONS: N/A****TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon/squad leader directs fire support for the disengagement.
  - a. Directs the BFVs, if available, to support the disengagement of the dismounted element.
  - b. Directs one squad/fire team in contact to support of the remainder of the unit, if BFVs cannot support the disengagement .
2. The platoon/squad leader orders a distance and direction or a terrain feature or last objective rally point for the movement of the first squad/fire team.
3. The base-of-fire squad/team continues to suppress the enemy.
4. The moving squad/team moves to assume the overwatch position. The squad/team should use M203 grenade launchers, throw fragmentation and concussion grenades, and use smoke grenades to mask movement.
5. The moving squad/team takes up the designated position and engages the enemy positions.

**TASK STEPS AND PERFORMANCE MEASURES:**

6. The platoon leader directs the base-of-fire squad/team to move to its next location. (Based on the terrain and the volume and accuracy of the enemy's fire, the moving fire squad/team may need to use fire and movement techniques.)
7. The platoon/squad continues to bound away from the enemy until--
  - a. It breaks contact (the platoon/squad must continue to suppress the enemy as it breaks contact).
  - b. It passes through a higher level support-by-fire position.
  - c. Its squads/fire teams are in the assigned position to conduct the next mission.
8. The platoon leader directs BFVs to move to a rally point and link up with the dismounted element.
9. The leader should consider changing his unit's direction of movement once contact is broken. This will reduce the ability of the enemy to place effective indirect fire on the unit.
10. If the platoon or squad becomes disrupted, soldiers stay together and move to the last designated rally point.
11. The platoon/squad leaders account for soldiers, report, reorganize as necessary, and continue the mission.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1018	Conduct a Bypass (Infantry Company)
	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-8-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1009	Conduct a Bypass (Antiarmor Company/Platoon)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1105	Conduct Stay-Behind Operations (LRS Team)
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1401	Evade and Recover
	07-5-1605	Consolidate and Reorganize (LRS)

2-6. Battle Drill 07-3-D9105.

**TASK:** React to Ambush (Platoon/Squad) (07-3-D9105)

**CONDITIONS:** The platoon/squad is moving. The platoon/squad is in a prepared kill zone. The enemy initiates the ambush with a casualty-producing device and a high volume of fire.

**STANDARDS:** Soldiers in the kill zone in a near ambush immediately return fire, take up covered positions, and throw concussion or fragmentation and smoke grenades. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement. Soldiers not in the kill zone locate and place suppressive fire on the enemy, take up covered positions, and shift fire as the assault begins. Soldiers in the kill zone in a far ambush immediately return fire and take up covered positions. The leader identifies the enemy's location and soldiers place accurate suppressive fire on the enemy's position. Soldiers not in the kill zone begin fire and movement to destroy the enemy. The unit moves out of the kill zone, forces the enemy to withdraw, or destroys the ambush.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle

References	Task Number	Task Title
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0511	React to Flares
	071-326-0513	Select Temporary Fighting Positions
STP 7-11BC1-SM-TG	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BC24-SM-TG	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-410-0019	Control Organic Fires
STP 7-11BCHM1-SM	071-054-0004	Engage Targets with an M136 Launcher
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM24-SM-TG	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-410-0019	Control Organic Fires

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Near Ambush (Within Hand-Grenade Range).
  - a. Depending on the terrain, soldiers in the kill zone carry out one of the following two actions:
    - (1) Return fire immediately. If cover is not available, immediately, without order or signal, assume the prone position and throw concussion or fragmentation and smoke grenades.
    - (2) Return fire immediately. If cover is available, without order or signal, seek the nearest covered position, assume the prone position, and throw fragmentation or concussion and smoke grenades.
  - b. Immediately after the explosion of the concussion or fragmentation grenades, soldiers in the kill zone return fire and assault through the ambush position using fire and movement.
  - c. Soldiers not in the kill zone identify the enemy location, and then place accurate suppressive fire against the enemy's position. Fire is shifted as the personnel in the kill zone begin to assault.
  - d. Soldiers in the kill zone continue the assault to eliminate the ambush or until contact is broken.
  - e. The platoon conducts consolidation and reorganization.
2. Far Ambush (Out of Hand-Grenade Range).

**TASK STEPS AND PERFORMANCE MEASURES:**

- a. Soldiers receiving fire immediately return fire, take up covered positions, and suppress the enemy-
  - (1) By destroying or suppressing enemy crew-served weapons.
  - (2) By sustaining suppressive fires.
- b. Soldiers (squads/teams) not receiving fire move by a covered and concealed route to a vulnerable flank of the enemy position and assault using fire and movement.
- c. Soldiers in the kill zone continue suppressive fires and shift fires as the assaulting squad/team fights through the enemy position.
- d. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader. On order, he lifts or shifts fires to isolate the enemy position or to attack them with indirect fires as they retreat.
- e. The platoon/squad leader reports, reorganizes as necessary, and continues the mission.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1315	Conduct Patrol Operations (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-5-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-93-MTP	07-5-1001	Conduct Surveillance (LRS Team)
	07-5-1002	Reconnoiter Area (LRS)
	07-5-1003	Reconnoiter Zone (LRS)
	07-5-1004	Assess Damage
	07-5-1102	Conduct Helicopter Insertion/Extraction
	07-5-1103	Conduct Ground Infiltration/Exfiltration
	07-5-1107	Move Tactically (LRS)
	07-5-1108	Cross Danger Area
	07-5-1109	Cross Water Obstacle (LRS)
	07-5-1110	Establish Hide Site
	07-5-1111	Establish Surveillance Site
	07-5-1112	Conduct Linkup (LRS Team)
	07-5-1115	Establish a Patrol Base
	07-5-1401	Evade and Recover
	07-5-1502	Establish/Recover a Cache



2-7. Battle Drill 07-3-D9108.

**TASK:** Enter and Clear a Building (Platoon) (07-3-D9108)

**CONDITIONS:** While operating as part of a larger force, the platoon is moving when it receives fire from the enemy in a building.

**STANDARDS:** The platoon kills, captures, or forces the withdrawal of all enemy in the building. The platoon prevents noncombatant casualties and collateral damage (ROE dependent). The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue the mission.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
STP 21-24-SMCT	061-283-1002	LOCATE A TARGET BY GRID COORDINATES
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	LOCATE A TARGET BY SHIFT FROM A KNOWN POINT
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
STP 7-11BCHM1-SM	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	LOCATE A TARGET BY SHIFT FROM A KNOWN POINT
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

#### ILLUSTRATIONS: N/A

#### TASK STEPS AND PERFORMANCE MEASURES:

1. The section/squad in contact reacts to contact.

**NOTE:** The discussion that follows assumes the infantry squad is supported only by the platoon's organic weapons. The preferred method of entering a building is to use a tank main gun round, direct-fire artillery round, or TOW, Dragon, or Hellfire missile to clear the first room. Additionally, some MOUT situations may require precise application of firepower. This is true of a MOUT environment where the enemy is mixed with noncombatants. The presence of civilians can restrict the use of fires and reduce the combat power available to a platoon leader. His platoon may have to operate in "no fire" areas. Rules of Engagement (ROE) can prohibit the use of certain weapons until a specific hostile action takes place. The use of hand grenades and suppressive fire to enter rooms may be prohibited to preclude noncombatant casualties and collateral damage. All leaders must be aware of the ROE. They must include the precise use of weapons in their planning for MOUT missions. This includes how the platoon will employ its organic weapons including snipers and other weapon systems it may have in support; for example, AC 130 or AH 64 aircraft. They must coordinate the use of marking systems to prevent casualties due to friendly fire. FM 90-10 and FM 90-10-1 provide additional techniques for platoons and squads in MOUT.

2. The platoon employs suppressive fires.

**NOTE:** BCs (if applicable) can engage buildings using APDS-T to penetrate reinforced concrete walls, creating spall effects within the building. The APDS-T round can be followed with bursts of HEI-T to detonate within the building. This technique is especially effective against wood and cinder block walls. HEI-T is also effective in suppressing suspected enemy positions while the dismount element maneuvers. (See warning at the end of this drill.)

- a. The section/squad in contact establishes a base-of-fire position. The squad establishes local security and adds its suppressive fires against the enemy. The platoon leader, his RATELO, platoon FO, and the squad leader of the next squad move forward to link up with the squad leader of the squad in contact.

- b. The platoon sergeant repositions the remaining squad, if necessary, to provide additional observation and supporting fires.

3. The platoon leader determines that he can maneuver by identifying--

- a. The building and other obstacles.
- b. Size of enemy force engaging the platoon. (The number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
- c. An entry point. (Assaulting squads should enter any building at the highest level possible.)

- d. A covered and concealed route to the entry point.

4. The base-of-fire squad--

- a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
- b. Continues suppressive fires at the lowest possible level.

**TASK STEPS AND PERFORMANCE MEASURES:**

5. The platoon leader designates the entry point of the building.
6. The platoon leader directs one squad to enter the building and secure a foothold.
7. If necessary, the base-of-fire team repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.)
8. The squad leader designates the entry point of the building. The platoon and squad shift direct fires and continue to suppress the enemy in adjacent positions and to isolate the building. The platoon leader lifts indirect fires or shifts them beyond the building.
9. The squad leader and the assaulting fire team approach the building and position themselves at either side of the entrance. (Soldiers should avoid entering buildings through doors and windows, because they will normally be covered by enemy weapons inside the building.)
10. The assaulting squad leader signals to the platoon leader that his squad has secured the foothold. He calls forward his trail fire team to move into the building.

**DANGER: COOK-OFF TRAINING WITH LIVE FRAGMENTATION HAND GRENADES IS PROHIBITED.**

11. Allowing cook-off time (two seconds maximum), and shouting FRAG OUT, the lead soldier of the assaulting fire team prepares and throws a grenade into the building.

**DANGER: IF WALLS AND FLOORS ARE THIN, THEY DO NOT PROVIDE PROTECTION FROM HAND GRENADE FRAGMENTS.**

12. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, up against the wall, engages all identified or likely enemy positions with rapid, short bursts of automatic fire, and scans the room. The rest of the team provides immediate security outside the building.

- a. The size and shape of the room may cause the soldier entering the room to move to the left or right. The first soldier in the room decides where the next man should position himself and gives the command NEXT MAN IN, LEFT (RIGHT). The next man shouts COMING IN, LEFT (RIGHT), enters the building, positions himself to the left/right of the entrance, up against the wall, and scans the room. Once in position, he shouts NEXT MAN IN (RIGHT or LEFT).

- b. Depending on the enemy's situation, the size of the entry and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier goes high, the other low, to prevent firing at one another. This method puts more firepower in the room more quickly, but is more difficult and requires more practice. When both soldiers are in position, the senior soldier gives the command NEXT MAN IN (LEFT or RIGHT).

13. The assaulting fire team leader shouts COMING IN (LEFT or RIGHT), enters the building initially moving left or right and against the wall, and positions himself where he can control the actions of his team. He does not block the entrance way. He makes a quick assessment of the size and shape of the room, and begins to clear the room. He determines if the remaining man in his team is required to assist in clearing the room.

- a. If the team leader decides to bring the last man in, he shouts NEXT MAN IN LEFT (RIGHT). The last man in the fire team shouts COMING IN LEFT (RIGHT), enters the building and begins to clear through the room.

- b. If the team leader decides not to bring the last man in, he shouts NEXT MAN, STAND FAST. The last man remains outside the building and provides security. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to the squad leader and then assumes the duties of the soldier on the right of the entrance to provide support.

**DANGER: WHILE CLEARING ROOMS, SOLDIERS MUST BE ALERT FOR TRIP WIRES AND BOOBY TRAPS. THEY SHOULD NOT EXPOSE THEMSELVES THROUGH OPEN WINDOWS OR DOORS.**

14. Once the room is cleared, the team leader signals to the squad leader that the room is cleared.

15. The squad leader determines whether or not his squad can continue to clear rooms and still maintain suppressive fires outside the building. Normally, it takes a platoon to clear a building.

**TASK STEPS AND PERFORMANCE MEASURES:**

16. The squad leader and assault fire team move to the entrance of the next room to be cleared and position themselves on either side of the entrance. The squad enters and clears all subsequent rooms by repeating the actions discussed in paragraphs 8 through 13, above.

17. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep the soldier alert, to equitably distribute the dangerous duties, and to continue the momentum of the attack.

18. The squad leader follows the fire team that is clearing to ensure that cleared rooms are properly marked IAW the platoon SOP.

19. The squad leader assesses the situation to determine if he can continue clearing the building. He reports the situation to the platoon leader. The platoon follows the success of the entry into the building.

20. The squad consolidates its positions in the building and then reorganizes as necessary. Leaders redistribute ammunition.

NOTE: Normally, the platoons will suppress enemy in buildings with the BFVs, the base-of-fire element, and the machine guns.

21. The platoon leader moves into the building with the trail fire team of the squad that secured the foothold and directs the squad leader to clear the next room with the trail fire team.

22. The platoon leader calls for the next squad to move into the building and begin clearing rooms systematically.

23. The platoon leader directs the actions of the squads clearing the building:

- a. Determines which rooms to clear and in what order.
- b. Redistributes ammunition as necessary.
- c. Ensures that clearing teams properly mark cleared rooms.
- d. Rotates squads as necessary to keep the soldiers fresh and to maintain the momentum

of the action.

24. The supporting squad or mounted element--

- a. Repositions, if necessary, to continue to isolate and suppress the building from the outside.
- b. Ensures that all friendly forces enter the building ONLY through the designated entry point.

25. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the building.

26. The platoon leader reports to the company commander that his platoon has cleared the building or that he is no longer able to continue clearing.

**WARNING for BFV Units: THE BURSTING RADIUS OF THE HEI-T INCENDIARY FILLER IS 5 METERS AND CAN CAUSE SECONDARY EXPLOSIONS OF VEHICLES OR AMMUNITION. THE ACCURACY OF THE ROUND DECREASES AFTER 1,600 METERS. TRACER BURNOUT OCCURS AT 2,000 METERS, AND BCs MAY NOT ACCURATELY JUDGE THE IMPACT OF THE ROUNDS UNTIL DETONATION. WHEN FIRING M792 HEI-T IN SUPPORT OF DISMOUNTED PERSONNEL AND OTHER VEHICLES, USE EXTREME CAUTION. LEADERS AND BCs MUST BE AWARE OF THE LOCATION OF FRIENDLY SOLDIERS TO PREVENT USING THIS EXPLOSIVE TOO CLOSELY TO ASSAULTING INFANTRYMEN. HEI-T IS EFFECTIVE AGAINST BUNKERS, DEFENSIVE POSITIONS, AND TRENCH LINES UP TO 3,000 METERS. THE PLATOON SERGEANT'S PLATOON FIRE COMMANDS CONTROL THE VEHICLE FIRES, OR THE PLATOON LEADER DIRECTS THE VEHICLE FIRES FROM THE ASSAULTING ELEMENT'S LOCATION.**

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

2-8. Battle Drill 07-3-D9110.

**TASK:** Enter/Clear a Trench (Platoon) (07-3-D9110)

**CONDITIONS:** The platoon attacks as part of a larger force and identifies the enemy in a trench. The platoon deploys and establishes a base of fire. The platoon leader determines that he has enough combat power to maneuver and assault the trench.

**STANDARDS:** The platoon kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench. The platoon's main body is not surprised by an enemy counterattack. The platoon maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
STP 21-24-SMCT	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	061-283-1002	Locate a Target by Grid Coordinates
	071-331-0820	Analyze Terrain
STP 7-11BC1-SM-TG	081-831-0101	Request Medical Evacuation
	081-831-0101-A	Request Medical Evacuation
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift from a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
STP 7-11BCHM1-SM	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5

References	Task Number	Task Title
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	LOCATE A TARGET BY SHIFT FROM A KNOWN POINT
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader directs one squad to enter the trench and secure a foothold.
2. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
3. The platoon sergeant positions soldiers, machine guns and fighting vehicles (if applicable) to suppress the trench and isolate the entry point.
4. The platoon leader designates the entry point of the trench line and the direction of movement once the platoon begins clearing.
5. The assaulting squad executes actions to enter the trench and establish a foothold. The assaulting squad leader signals to the platoon leader that the foothold is secure, and the follow-on elements can move into the trench. The squad leader remains at the entry point and marks it. The platoon follows the success of the seizure of the foothold with the remainder of the platoon as part of the platoon actions to clear a trench line.
6. The platoon leader moves into the trench with the assaulting squad.
7. The platoon leader directs one of the base-of-fire squads to move into the trench and begin clearing it in the direction of movement from the foothold.
8. The base-of-fire element repositions as necessary to continue suppressive fires.
9. The platoon leader moves into the trench with the assaulting squad.



**TASK STEPS AND PERFORMANCE MEASURES:**

10. The assaulting squad passes the squad that has secured the foothold and executes actions to take the lead and clear the trench.

**NOTE:** The fire support element must be able to identify the location of the lead fire team in the trench at all times.

a. The squad leader designates a lead fire team and a trail fire team.

b. The lead fire team and the squad leader move to the forward most secure corner or intersection. The squad leader tells the team securing that corner or intersection that his squad is ready to continue clearing the trench. The trail fire team follows, maintaining visual contact with the last soldier of the lead team.

**NOTE:** Throughout this battle drill, the team leader positions himself at the rear of the fire team to have direct control (physically, if necessary) of his soldiers. Other soldiers in the fire team rotate the lead to change magazines and prepare grenades. Rotating the lead provides constant suppressive fires down the trench and maintains the momentum of the attack as the squad clears the trench.

c. The lead fire team passes the element securing the foothold:

(1) The lead soldier of the fire team moves abreast of the soldier securing the corner or intersection, taps him, and announces, "Taking the lead."

(2) The soldier securing the corner or intersection acknowledges that he is handing over the lead by shouting, "Okay!" He allows the fire team to pass him.

d. The lead fire team starts clearing in the direction of movement. They arrive at a corner or intersection.

(1) Allowing for cook-off (2 seconds maximum) and shouting "Frag out," the second soldier prepares and throws a grenade around the corner.

(2) Upon detonation of the grenade, the lead soldier moves around the corner firing three-round bursts and advancing as he fires. The entire fire team follows him to the next corner or intersection.

e. The squad leader--

(1) Follows behind the lead team.

(2) Ensures that the trailing fire team moves up and is ready to pass the lead at his direction.

(3) Rotates fire teams as necessary to keep his soldiers fresh and to maintain the momentum of the attack.

(4) Requests indirect fires, if required, through the platoon leader. (The squad leader also directs the employment of the M203 to provide immediate suppression against positions along the trench line.)

**WARNING: THE FIRE TEAMS MUST MAINTAIN A SUFFICIENT INTERVAL TO PREVENT THEMSELVES FROM BEING ENGAGED BY THE SAME ENEMY FIRES.**

f. At each corner or intersection, the lead fire team performs the same actions previously described.

g. If the lead soldier finds that he is nearly out of ammunition before reaching a corner or intersection, he announces, "Ammo."

(1) The lead soldier stops and moves against one side of the trench, ready to let the rest of the team pass. He continues to aim his weapon down the trench in the direction of movement.

(2) The next soldier ensures that he has a full magazine, moves abreast of the lead soldier, taps him, and announces, "Taking the lead."

(3) The lead soldier acknowledges that he is handing over the lead by shouting, "Okay." Positions rotate and the squad continues forward.

h. The trailing fire team secures intersections and marks the route within the trench as the squad moves forward. The trailing fire team leader ensures that follow-on squads relieve his buddy teams to maintain security.

i. The squad leader reports the progress of the clearing operation (The base-of-fire element must be able to identify the location of the lead fire team in the trench at all time).

11. The platoon leader rotates squads to keep the soldiers fresh and to maintain the momentum of the assault.

12. The platoon sergeant calls forward ammunition resupply and organizes teams to move it forward into the trench.

**TASK STEPS AND PERFORMANCE MEASURES:**

13. The base-of-fire element ensures that all friendly forces move into the trench only through the designated entry point to avoid fratricide.

14. The platoon leader reports to the company commander that the trench line is secured, or he is no longer able to continue clearing.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
ARTEP 7-12-MTP	07-2-1000	Conduct a Deliberate Attack (Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-9. Battle Drill 07-3-D9112.

**TASK:** Conduct Initial Breach of a Mined Wire Obstacle (Platoon) (07-3-D9112)

**CONDITIONS:** The platoon is operating as part of a larger force. The platoon's forward movement is stopped by a wire obstacle reinforced with mines that cannot be bypassed. The enemy begins to engage the platoon from positions on the far side of the obstacle.

**STANDARDS:** The platoon makes a breach in the obstacle and moves all effective personnel and equipment through the breach within 45 minutes of encountering the obstacle. The platoon moves the support element and follow-on forces through the breach. The platoon maintains a sufficient fighting force to secure the far side of the breach. The platoon sustains no casualties from friendly fires.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
STP 21-24-SMCT	071-326-0513	Select Temporary Fighting Positions
	061-283-1002	Locate a Target by Grid Coordinates
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift from a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
STP 7-11BCHM1-SM	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	061-283-1004	Locate a Target by Shift from a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad in contact reacts to contact.
2. The platoon gains suppressive fires.
  - a. The squad in contact establishes a base-of-fire position.
  - b. The platoon leader, his RATELO, and the squad leader of the next squad with one machine gun team move forward to link up with the squad leader of the squad in contact .
  - c. The platoon sergeant positions BFVs, if available, to provide additional observation and supporting fires.
3. The platoon leader determines that he can maneuver by identifying--
  - a. The obstacle and enemy positions.
  - b. The size of the enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. A breach point.
  - d. A covered and concealed route to the breach point.
4. The platoon leader directs the BFVs (if available) and the squad in contact to support the movement of another squad to the breach point.
  - a. Indicates the base-of-fire position and the route to it.
  - b. Indicates the enemy position to be suppressed.
  - c. Indicates the breach point and the route the rest of the platoon will take to it.
  - d. Gives instructions for lifting and shifting fires.
5. On the platoon leader's signal, the base-of-fire squad--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the platoon.
  - b. Obscures the enemy position with smoke.
  - c. Continues suppressive fires at the lowest possible level.
6. The platoon leader designates one squad as the breach squad and the remaining squad as the assault squad once the breach has been made. (The assault squad may add its fires to the base-of-fire squad. Normally, it follows the covered and concealed route of the breach squad and assaults through immediately after the breach is made.)
7. The base-of-fire squad moves to the breach point and establishes a base of fire.
8. The platoon sergeant moves forward to the base-of-fire squad with the second machine gun and assumes control of the squad.
9. The platoon leader leads the breach and assault squads along the covered and concealed route.
10. The platoon FO calls for and adjusts indirect fires as directed by the platoon leader.
11. The breach squad executes actions to breach the obstacle (footpath).
  - a. The squad leader directs one fire team to support the movement of the other fire team to the breach point.
  - b. The squad leader designates the breach point.
  - c. The base-of-fire team continues to provide suppressive fires and to isolate the breach point.

**TASK STEPS AND PERFORMANCE MEASURES:**

d. The breaching fire team, with the squad leader, moves to the breach point using the covered and concealed route.

(1) The squad leader and breaching fire team leader employ smoke grenades to obscure the breach point. The platoon base-of-fire element shifts direct fires away from the breach point and continues to suppress key enemy positions.

(2) The breaching fire team leader positions himself and the automatic rifleman on one flank of the breach point to provide close-in security.

(3) The grenadier and rifleman, or the anti-armor specialist and automatic rifleman, of the breaching fire team probe for mines and cut the wire obstacle, marking their path as they proceed. (Bangalore is preferred, if available.)

(4) Once the obstacle has been breached, the breaching fire team leader and the automatic rifleman move to the far side of the obstacle and take up covered and concealed positions. They signal to the squad leader when they are in position and ready to support.

e. The squad leader signals the base-of-fire team leader to move his fire team up and through the breach. He then moves through the obstacle and joins the breaching fire team, leaving the grenadier (or anti-armor specialist) and rifleman of the supporting fire team on the near side of the breach to guide the rest of the platoon through.

f. Using the same covered and concealed route as the breaching fire team, the base-of-fire team moves through the breach and takes up covered and concealed positions on the far side.

12. The breach squad leader reports the situation to the platoon leader and posts guides at the breach point.

13. The platoon leader leads the assault squad through the breach in the obstacle and positions it on the far side to support the movement of the remainder of the platoon or to assault the enemy position covering the obstacle.

14. The breaching squad continues to widen the breach to allow vehicles to pass through.

15. The platoon leader reports the situation to the company commander and directs his breaching squad to move up and through the obstacle. The platoon leader appoints guides to guide the company through the breach point.

16. The platoon sergeant brings the mounted element forward and through the breach on the platoon leader's command.

17. The company follows up the success of the platoon as it conducts the breach and continues the assault against the enemy positions.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
ARTEP 7-12-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1477	Breach an Obstacle (Infantry Company)
ARTEP 7-4-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-10. Battle Drill 07-3-D9122.

**TASK:** React to Contact (Platoon/Squad) (Mounted) (07-3-D9122)

**CONDITIONS:** The platoon is halted or moving. The enemy fires on the platoon. The unit is mounted.

**STANDARDS:** The unit immediately returns fire. The unit locates and engages the enemy with well-aimed fire. The leader points out at least one-half of the enemy positions and identifies the types of weapons (such as small-arms, light machine gun).

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-326-5606	Select an Overwatch Position
STP 7-11BCHM24-SM-TG	071-326-5606	Select an Overwatch Position

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The drivers move the vehicles to the nearest covered positions.
2. The vehicle commander immediately returns fire on the move.
3. Squads dismount and return fire upon reaching covered and concealed positions.
4. The leaders control the fires of their soldiers and vehicles by using standard fire commands (initial and supplemental) containing the elements of alert, direction, range, method of fire (manipulation and rate of fire), and command to commence fire.
5. Squad members locate and engage known or suspected enemy positions with well-aimed or area fire.
6. Leaders make contact (visual or oral) with the squads on their left or right.
7. Soldiers make visual or radio contact with the team leader and indicate the location of enemy positions.
8. The leaders (visually or orally) check the status of their personnel.
9. The squad/team leaders make visual contact with the platoon/squad leader.
10. The leaders relay all commands and signals from the platoon chain of command.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-10-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1468	Take Action on Contact (Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2009	Conduct a Route Reconnaissance (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-4-MTP	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/ Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/ Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)



**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)

2-11. Battle Drill 07-3-D9123.**TASK:** Break Contact (Mounted) (07-3-D9123)**CONDITIONS:** The platoon is moving or stationary. The enemy fires on the platoon. The platoon leader orders the platoon to break contact. The unit is mounted (except for security).**STANDARDS:** The platoon moves to where the enemy cannot observe or place direct fire on it.**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

<b>References</b>	<b>Task Number</b>	<b>Task Title</b>
STP 7-11BC24-SM-TG	071-326-5605	Control Movement of a Fire Team
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
STP 7-11BCHM24-SM-TG	071-410-0019	Control Organic Fires
	071-326-5605	Control Movement of a Fire Team
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0019	Control Organic Fires

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The leader gives the order to break contact.
2. The leader designates which squad/section will be the base-of-fire, and which squad/section will initiate break contact.
3. The platoon leader orders a distance and direction to move (for example, "9 o'clock," "300 meters") or a location to move to (for example, "Rally point," "Hilltop").
4. The base-of-fire squad/section continues to engage the enemy. It attempts to gain suppressive fire long enough to support the bound of the moving squad/sections. The platoon uses all available direct and indirect fires, including smoke, to assist in disengaging. The squad/section leader controls fires using standard fire commands.
5. The moving squad/section's security element remounts.
6. The moving squad/section moves to assume the overwatch position.
  - a. The moving squad/section continues to fire while moving to an overwatch position.
  - b. Firing port weapons in BFVs are manned and ready to fire.
  - c. The squad/section uses smoke to mask movement.
7. The platoon continues suppressive fire and repeats bounding procedure until --
  - a. Its sections are in the assigned position to conduct the next mission.
  - b. It passes through a higher level base-of-fire position.
  - c. It breaks contact with all enemy forces.
8. In the absence of a leader's instructions, the platoon moves to the last designated en route rally point.
9. Leaders account for personnel, reorganize, report, and continue the mission.
10. The platoon leader reports the situation to the company commander, as required.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
	07-2-2027	Establish Observation Posts (Infantry Company)
ARTEP 7-12-MTP	07-2-1081	Conduct a Link-up (Infantry Company)
	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1135	Conduct a Raid (Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-4-MTP	07-2-2027	Establish Observation Posts (Infantry Company)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-7J-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-8-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1090	Conduct a Movement to Contact (Antiarmor/Infantry Company)
	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
ARTEP 7-92-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)

2-12. Battle Drill 07-3-D9282.

**TASK:** React to a Chemical Attack (Platoon/Squad) (07-3-D9282)

**CONDITIONS:** The unit/element is near a contaminated area. Personnel hear a chemical alarm or are ordered to mask.

**STANDARDS:** Platoon members protect themselves from chemical/biological contamination using assigned protective masks. Within 60 seconds, personnel begin decontamination. Personnel assume MOPP4 within 8 minutes. Personnel complete basic skills decontamination within 15 minutes.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Unit member(s) who recognizes or is alerted to chemical attack--
  - a. Stops breathing.
  - b. Within nine seconds, puts on protective mask, and clears and checks for seal.
  - c. Within six seconds, pulls hood over head and zips it.
  - d. Gives the alarm. (Shout, "Gas," or give arm-and-hand signals for a chemical attack).
2. Other personnel mask and pass the alarm upon receiving alarm.
3. Unit members take shelter.
  - a. Seek overhead cover within the vehicle, if mounted, or use a poncho to protect against further contamination.
  - b. Close all vehicle hatches.
4. If the tactical situation permits, unit members cover crew-served weapon with a tarpaulin to prevent or reduce contamination.
5. All personnel go to MOPP4, if appropriate.
6. Soldiers initiate self or buddy aid as necessary.

**TASK STEPS AND PERFORMANCE MEASURES:**

7. Soldiers use their M258A1/M291 decontamination kit as necessary.
8. Unit reestablishes the chain of command and communications, and reports the situation to the company commander.
9. The unit identifies the chemical agent using chemical detector paper and the M256 detector kit.
10. Leaders determine if decontamination is required and request support, if necessary.
11. Use the M11 or the M13 decontaminating apparatus, portable (M13 DAP) to decontaminate equipment.
12. Designated personnel begin monitoring, using monitoring equipment.
13. Unit marks the area before leaving, if contamination is present.
14. The squad/platoon moves and displaces as appropriate or continues its mission.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-10-MTP	07-2-6117	React to a Chemical Attack (Infantry Company)
ARTEP 7-12-MTP	07-2-6117	React to a Chemical Attack (Infantry Company)
ARTEP 7-12-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-20-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-22-MTP	07-1-6054	React to a Chemical Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-4-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-2-6108	React to a Chemical Attack (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6054	React to a Chemical Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-13. Battle Drill 07-3-D9283.

**TASK:** React to Nuclear Attack (Platoon/Squad) (07-3-D9283)

**CONDITIONS:** The squad is warned of a possible nuclear attack. Soldiers see a brilliant flash of light. (Squad/platoon leader may give the alert to initiate the drill.)

**STANDARDS:** Dismounted personnel immediately drop to prone positions and take the individual steps necessary to survive the blast. Mounted personnel immediately drop down inside the vehicle and brace themselves for the blast. After the blast wave, security is established.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Personnel react to unwarned nuclear attack (a brilliant flash of light).
  - a. Dismounted.
    - (1) All personnel immediately drop to a prone position and close their eyes.
    - (2) All personnel immediately--
      - (a) Turn their bodies to head-on toward the blast.
      - (b) Stick thumbs in ears.
      - (c) Cover faces with hands.
      - (d) Place arms under their bodies.
      - (e) Tuck heads down into shoulders; keep helmets on and face downward.
    - (3) All personnel stay down until the blast wave passes and debris stops falling.
    - (4) All personnel check for casualties and damaged equipment.
  - b. Mounted.
    - (1) All personnel immediately drop down inside of the vehicles.
    - (2) Before the arrival of the blast wave, all personnel--
      - (a) Close hatches.
      - (b) Turn off radios that are not needed.
      - (c) Brace themselves.
2. Actions after blast wave has passed.
  - a. Squad/platoon leader reestablishes the chain of command and communications.
  - b. Squad/platoon leader establishes security and reports to higher headquarters.
  - c. Personnel give casualties first aid and evacuate.
  - d. Leader submits an initial NBC 1 report.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-6099	Prepare for a Nuclear Attack (Infantry Company)
	07-2-6135	Respond to the Initial Effects of a Nuclear Attack (Infantry Company)
ARTEP 7-12-MTP	07-2-6099	Prepare for a Nuclear Attack (Infantry Company)
	07-2-6135	Respond to the Initial Effects of a Nuclear Attack (Infantry Company)
ARTEP 71-2-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-20-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-22-MTP	07-1-6045	Prepare for a Nuclear Attack (Infantry Battalion/Tank and

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
		Mechanized Infantry Battalion Task Force)
	07-1-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry Battalion/Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-4-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-6090	Prepare for a Nuclear Attack (Antiarmor Company/Platoon)
	07-2-6126	Respond to the Initial Effects of a Nuclear Attack (Antiarmor Company/Platoon)
ARTEP 7-92-MTP	07-3-6045	Prepare for a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-14. Battle Drill 07-4-D9101.**TASK:** React to Direct Fire/ATGM (07-4-D9101)**CONDITIONS:** The squad is moving or stationary. The squad detects the signature of a weapon or detects ATGM rounds.**STANDARDS:** The squad immediately returns fire (if possible) with TOW, MK19, or M2 at known or suspected enemy position. The driver takes evasive actions. The vehicle is not destroyed.**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)

References	Task Number	Task Title
	071-326-0513	Select Temporary Fighting Positions
	081-831-1005	PERFORM FIRST AID TO PREVENT OR CONTROL SHOCK
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
STP 21-24-SMCT	061-283-1002	LOCATE A TARGET BY GRID COORDINATES
STP 7-11BCHM1-SM	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
STP 7-11H14-SM-TG	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Any squad member gives the warning; for example, "Missile, left front."
2. Vehicle commanders receiving or observing fire alert the other vehicle leaders.
3. If moving, drivers move to a covered position.
  - a. If the distance to cover is 50 meters or less, the driver moves in a straight line to a covered and concealed position.
  - b. If the distance to cover is greater than 50 meters, the driver takes evasive action while moving to a covered and concealed position.
    - (1) Varying speed, zigzagging, and changing direction frequently.
    - OR
    - (2) Driving toward the missile and breaking right or left at the last possible moment.
4. Smoke may be used to obscure movement.
5. When stationary (covered and or concealed), indirect fire can be used to suppress the suspected enemy position.
 

OR

When in range, small arms can be used for suppression.
6. TOWs, MK19s, or M2s can be used to locate and destroy the ATGM gunner's position.
7. The squad leader assesses the situation (effectiveness of enemy fire, location and size of enemy, obstacles, and terrain) and reports to higher headquarters.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)



**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-5045	Control TOW Fires (Antiarmor Platoon)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

2-15. Battle Drill 07-4-D9107.

**TASK:** Knock Out a Bunker (Squad) (07-4-D9107)

**CONDITIONS:** The squad receives fire from an enemy bunker while moving as a part of a larger force.

**STANDARDS:** The squad destroys the designated bunker by killing, capturing, or forcing the withdrawal of enemy personnel in the bunker. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted

References	Task Number	Task Title
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate a Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field or Pressure Dressing
	081-831-1017	Put on a Tourniquet
	081-831-1025	Perform First Aid for an Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
	081-831-1034	Perform First Aid for a Suspected Fracture
	081-831-1034-A	Perform First Aid for a Suspected Fracture
	081-831-1040	Transport a Casualty Using a One-Man Carry
	081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter
	081-831-1042	Perform Mouth-To-Mouth Resuscitation
	081-831-1042-A	Perform Mouth-to-Mouth Resuscitation
STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
	071-326-0515	Select a Movement Route Using a Map
	071-329-1006	Navigate from One Point on the Ground to Another Point While Dismounted
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BC24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM24-SM-TG	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad

References	Task Number	Task Title
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad reacts to contact.
2. The fire team in contact identifies the bunker and gains suppressive fire.
3. (If Applicable) fighting vehicles reposition, if necessary, to provide additional observation and supporting fires.
4. The squad leader determines that he can maneuver by identifying--
  - a. The bunker and any obstacles.
  - b. The size of the enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. A vulnerable flank.
  - d. A covered and concealed flanking route to the bunker.
5. The fire team in contact--
  - a. Suppresses the bunker and any supporting positions. (The squad should employ LAWs/AT4s against the bunker as part of its suppressive fires.)
  - b. Continues suppressive fires.
6. With fighting vehicles the squad in contact: Destroys or suppresses enemy crew-served weapons first. Obscures the enemy position with smoke (M203). Sustains suppressive fires.
7. The squad leader directs the fire team in contact to support the movement of the other fire team.
8. The squad leader requests indirect fires through the platoon leader to destroy or isolate the enemy position.
9. The squad leader leads the assaulting fire team along the covered and concealed route to the flank of the bunker:
  - a. The assaulting fire team approaches the bunker from the blind side and does not mask the fires of the base-of-fire team.
  - b. Soldiers constantly watch for other bunkers or enemy positions in support of bunkers.
10. Upon reaching the last covered and concealed position--
  - a. The fire team leader and the automatic rifleman remain in place and add their fires to suppressing the bunker. (This includes the use of LAWs/AT4s.)
  - b. The squad leader positions himself where he can best control his teams. On the squad leader's signal, the base-of-fire team lifts or shifts fires to the opposite side of the bunker from the assaulting fire team's approach.
  - c. The grenadier and automatic rifleman go to the blind side of the bunker. One soldier takes up a covered position near the exit, while one soldier cooks off a grenade (2 seconds maximum), shouts, "Frag out," and throws it through an aperture.
  - d. After the grenade detonates, the soldier covering the exit enters the bunker firing short bursts to destroy the enemy.
11. The squad leader inspects the bunker to ensure that it has been destroyed. He reports, reorganizes as needed, and continues the mission. The platoon follows the success of the attack against the bunker and continues the attack of other bunkers.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-16. Battle Drill 07-4-D9109.

**TASK:** Enter a Building and Clear a Room (Squad) (07-4-D9109)

**CONDITIONS:** Operating as part of a larger force, the squad is moving and receives fire from the enemy from a building. The platoon leader directs the squad to seize a foothold and clear a room.

**STANDARDS:** The squad gains a foothold in a building. The squad secures a room by killing, capturing, or forcing the withdrawal of the enemy from the room. The squad minimizes noncombatant casualties and collateral damage (ROE dependent). The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."



References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	081-831-1000	Evaluate a Casualty
	081-831-1000-A	Evaluate a Casualty
	081-831-1003	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1003-A	Perform First Aid to Clear an Object Stuck in the Throat of a Conscious Casualty
	081-831-1005	Perform First Aid to Prevent or Control Shock
	081-831-1005-A	Perform First Aid to Prevent or Control Shock
	081-831-1007	Perform First Aid for Burns
	081-831-1007-A	Perform First Aid for Burns
	081-831-1016	Put on a Field Or Pressure Dressing
	081-831-1017	Put on a Tourniquet
	081-831-1025	Perform First Aid for an Open Abdominal Wound
	081-831-1025-A	Perform First Aid for an Open Abdominal Wound
	081-831-1026	Perform First Aid for an Open Chest Wound
	081-831-1026-A	Perform First Aid for an Open Chest Wound
	081-831-1033	Perform First Aid for an Open Head Wound
	081-831-1033-A	Perform First Aid for an Open Head Wound
	081-831-1034	Perform First Aid for a Suspected Fracture
	081-831-1034-A	Perform First Aid for a Suspected Fracture
	081-831-1040	Transport a Casualty Using a One-Man Carry
	081-831-1041	Transport a Casualty Using a Two-Man Carry or an Improvised Litter
	081-831-1042	Perform Mouth-to-Mouth Resuscitation
	081-831-1042-A	Perform Mouth-to-Mouth Resuscitation
STP 21-24-SMCT	061-283-1002	Locate a Target by Grid Coordinates
	071-331-0820	Analyze Terrain
STP 7-11BC1-SM-TG	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
STP 7-11BCHM1-SM	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0003	Perform Misfire Procedures on an M136 Launcher
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	LOCATE A TARGET BY SHIFT FROM A KNOWN POINT
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-326-5630	Conduct Movement Techniques by a Platoon
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-420-0005	Conduct the Maneuver of a Platoon
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The fire team initiating contact establishes a base of fire and suppresses the enemy in and around the building.
2. The squad leader determines if he can maneuver by identifying--
  - a. The building and any obstacles.
  - b. Size of enemy force engaging the squad. (For example, the number of enemy automatic weapons, the presence of vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. An entry point. (Assaulting fire teams should enter the building at the highest level possible.)
  - d. A covered and concealed route to the entry point.
3. The fire team in contact--
  - a. Destroys or suppresses enemy weapons that are firing most effectively against the squad.
  - b. Continues suppressive fires.
4. The squad leader directs the fire team in contact to support the entry of the other fire team into the building.
5. If necessary, the supporting fire team repositions to isolate the building as well as continue suppressive fires. (Normally, the platoon has added its supporting fires against the enemy.)
6. The squad leader designates the entry point of the building.
7. The platoon and squad shift direct fire and continue to suppress the enemy in adjacent positions and to isolate the building.
8. The platoon FO lifts indirect fires or shifts them beyond the building.
9. The squad leader and assaulting fire team approach the building and position themselves at either side of the entrance.

**NOTE:** Soldiers should avoid entering buildings through doors and windows, because they will normally be covered by weapons in the building, and may be blocked, booby trapped, or both.

**DANGER: COOK-OFF TRAINING WITH LIVE FRAGMENTATION HAND GRENADES IS PROHIBITED.**

10. The lead soldier of the assaulting fire team cooks off the grenade (2 seconds maximum), shouts, "Frag out," then throws the grenade into the building (ROE dependent).

**DANGER: IF WALLS AND FLOORS ARE THIN, FRAGMENTS AND OR CONCUSSION FROM HAND GRENADES CAN INJURE SOLDIERS OUTSIDE THE ROOM.**

**TASK STEPS AND PERFORMANCE MEASURES:**

11. After the explosion, the next soldier enters the building and positions himself to the right (left) of the entrance, up against the wall; engages all identified or likely enemy positions with rapid, short bursts of automatic fire; and scans the rest of the room from left to right. The rest of the team provides immediate security outside the building.

a. The size and shape of the room may cause the soldier entering the room to move to the left or right. For illustration purposes only, one set of directions is given. The first soldier in the room decides where the next soldier should position himself and gives the command, NEXT MAN IN, RIGHT (or LEFT).

b. Depending on the enemy's situation, the size of the entry, and the training of the squad, two soldiers can enter the room simultaneously after the grenade detonates. The soldier from the right side of the entry enters, fires from left to right, and moves to the right with his back to the wall. At the same time, the soldier on the left enters from the left, fires from right to left, and moves to the left with his back to the wall. One soldier goes high, the other low, to prevent firing at one another. This method puts more fire power into the room more quickly, but it is more difficult and requires practice. When both soldiers are in position, the senior soldier gives the command, NEXT MAN IN (RIGHT or LEFT).

12. The soldier inside the room shouts, "Next man in, left (right)." The next man shouts, "Coming in, left (right)," enters the building, positions himself to the left of the entrance, up against the wall, and scans the room from left to right. Once in position, he shouts, "Next man in (right or left)."

13. The assaulting fire team leader shouts, "Coming in, (right or left)," enters the building, and positions himself where he can control the actions of his team.

a. He does not block the entrance way.

b. He makes a quick assessment of the size and shape of the room and begins to clear through the room.

c. The assaulting fire team leader determines if the remaining man on his team is required to assist in clearing the room.

d. If the team leader decides to bring the last man in, he shouts, "Next man in, left (or right)." The last man in the fire team shouts, "Coming in, left (or right)," enters the building, and begins clearing through the next room.

e. If the team leader decides not to bring the last man in, he shouts, "Next man stand fast." The last man remains outside the building and provides security from there. The team leader then directs the soldier on the right of the entrance to begin clearing. The team leader reports to the squad leader, and then resumes the duties of the soldier on the right of the entrance to provide support.

**DANGER: WHILE CLEARING ROOMS, SOLDIERS MUST BE ALERT FOR TRIP WIRES AND BOOBY TRAPS. THEY MUST NOT SKYLINE THEMSELVES THROUGH OPEN WINDOWS OR DOORS.**

14. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the footholds gained.

15. The squad leader enters the building and marks the entry point (IAW unit SOP). The squad leader determines whether or not his squad can continue to clear through the building and maintain fire superiority outside with the base-of-fire team. (Normally, it takes a platoon to clear a building.)

a. The squad leader reports to the platoon leader that the squad has entered the building and seized a foothold.

b. The squad leader determines which room to clear next and selects an entry point, and then designates a lead fire team.

c. The squad leader and lead fire team move to the entrance of the next room to be cleared. They position themselves at either side of the entrance.

d. The squad leader directs the team to continue and clear the next room. The lead fire team performs the same actions previously described in steps 10 and 12 to clear the next room.

16. The squad leader directs the team to continue and clear the next room. The squad leader rotates fire teams as necessary to keep his soldiers fresh and to continue the momentum of the attack.

17. The squad leader follows the fire team that is clearing to ensure that the cleared rooms are properly marked IAW the unit SOP.

18. Once the room is cleared, the team leader of the assaulting fire team signals to the squad leader that the building has been entered and the foothold is gained.

**TASK STEPS AND PERFORMANCE MEASURES:**

19. The squad leader reports to the platoon leader that the the squad has entered the building and gained a foothold. The platoon follows the success of the seizure of the foothold as part of the platoon drill to enter and clear a building.

20. The squad reorganizes as necessary. Leaders redistribute the ammunition.

**NOTE:** If available, the platoon/squad will suppress the enemy in buildings with large caliber weapons. Rules of engagement can prohibit the use of certain weapons until a specifically hostile action takes place. All leaders must be aware of the local ROE.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1414	Search a Building (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)

2-17. Battle Drill 07-4-D9111.

**TASK:** Enter/Clear a Trench (Squad) (07-4-D9111)

**CONDITIONS:** Operating as part of a larger force, the squad is moving and receives fire from the enemy in a trench.

**STANDARDS:** The squad secures a foothold in a trench. The squad kills, captures, or forces the withdrawal of the enemy in its assigned section of the trench. The squad maintains a sufficient fighting force that can defeat the enemy's counterattack and continue operations.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-1-SMCT	071-311-2007	Engage Targets with an M16A1 or M16A2 Rifle
	071-311-2027	Load an M16A1 or M16A2 Rifle
	071-311-2028	Unload an M16A1 or M16A2 Rifle
	071-311-2029	Correct Malfunctions of an M16A1 or M16A2 Rifle
	071-311-2127	Load an M203 Grenade Launcher
	071-311-2128	Unload an M203 Grenade Launcher
	071-311-2129	Correct Malfunctions of an M203 Grenade Launcher
	071-311-2130	Engage Targets with an M203 Grenade Launcher
	071-312-3027	Load an M60 Machine Gun
	071-312-3028	Unload an M60 Machine Gun
	071-312-3029	Correct Malfunctions of an M60 Machine Gun
	071-312-3031	Engage Targets with an M60 Machine Gun
	071-325-4407	Employ Hand Grenades
	071-326-0502	Move Under Direct Fire
	071-326-0503	Move Over, Through, or Around Obstacles (Except Minefields)
STP 21-24-SMCT	071-326-0510	React to Indirect Fire While Dismounted
	071-326-0513	Select Temporary Fighting Positions
	061-283-1002	Locate a Target by Grid Coordinates
STP 7-11BC1-SM-TG	071-331-0820	Analyze Terrain
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	061-283-1004	Locate a Target by Shift From a Known Point
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team
	071-326-5605	Control Movement of a Fire Team
STP 7-11BCHM1-SM	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-710-0004	Control Use of Night Vision Devices
	071-010-0006	Engage Targets with an M249 Machine Gun
	071-052-0005	Operate a Night Vision Sight AN/TAS-5
	071-052-0006	Engage Targets with an M47 Medium Antitank Weapon
	071-054-0001	Prepare an M136 Launcher for Firing
	071-054-0004	Engage Targets with an M136 Launcher
	071-315-0003	Operate a Night Vision Sight AN/PVS-4
	071-315-0008	Engage Targets with an M60 Machine Gun Using a Night Vision Sight AN/PVS-4
	071-315-0030	Operate Night Vision Goggles AN/PVS-5
	071-315-0091	Operate a Thermal Viewer AN/PAS-7
	071-315-2308	Engage Targets with an M16A1 or M16A2 Rifle Using a Night Vision Sight AN/PVS-4
	071-315-2352	Engage Targets with an M203 Grenade Launcher Using a Night Vision Sight AN/PVS-4
	071-317-3306	Perform Misfire Procedures on an M47 Medium Antitank Weapon
	071-326-0501	Move as a Member of a Fire Team

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	061-283-1004	Locate a Target by Shift From a Known Point
	071-313-3454	Engage Targets with a Caliber .50 M2 Machine Gun
	071-326-5605	Control Movement of a Fire Team
	071-326-5606	Select an Overwatch Position
	071-326-5611	Conduct the Maneuver of a Squad
	071-329-1030	Navigate from One Point on the Ground to Another Point While Mounted
	071-410-0010	Conduct a Leader's Reconnaissance
	071-410-0019	Control Organic Fires
	071-710-0004	Control Use of Night Vision Devices

**ILLUSTRATIONS:** N/A**TASK STEPS AND PERFORMANCE MEASURES:**

1. The squad reacts to contact.
2. Fighting vehicles (if applicable) reposition, if necessary, to provide additional observation and supporting fires.
3. The fire team in contact locates the enemy trench and gains suppressive fire.
4. The squad leader determines that he can maneuver by identifying--
  - a. The enemy trench and any obstacles.
  - b. Size of enemy force engaging the squad. (The number of enemy automatic weapons, the presence of any vehicles, and the employment of indirect fires are indicators of enemy strength.)
  - c. An entry point.
  - d. A covered and concealed route to the entry point.
5. The fire team in contact--
  - a. Destroys or suppresses enemy weapons that are firing effectively against the squad.
  - b. Continues suppressive fires.
6. The squad leader directs the fire team in contact to support the other fire team's entry into the trench.
7. The squad leader designates the entry point of the trench line.
8. The squad leader and the assaulting fire team move to the last covered and concealed position short of the entry point.
  - a. The squad leader marks the entry point.
  - b. The base-of-fire team shifts suppressive fires from the entry point and continues to suppress adjacent enemy positions or to isolate the trench as required.
  - c. The assault fire team leader and the automatic rifleman remain in a position short of the trench to add suppressive fires for the initial entry.
  - d. The squad leader takes the two remaining soldiers of the assault fire team and continues toward the entry point. They move in rushes or by crawling.
  - e. The squad leader positions himself where he can best control his teams.
9. The first two soldiers of the assault fire team move to the edge of the trench, parallel to the trench and on their backs. On the squad leader's command, COOK OFF GRENADES (2 seconds maximum), they shout, "Frag out," and throw the grenades into the trench.
  - a. Upon detonation of both grenades, the soldiers roll into the trench, landing on their feet, and back-to-back. They fire their weapons down the trench in both directions.
  - b. Both soldiers immediately move in opposite directions down the trench, firing three-round bursts. Each soldier continues until he reaches the first corner or intersection. Both soldiers halt and take up positions to block any enemy movement toward the entry point.
  - c. At the same time, the squad leader rolls into the trench and secures the entry point.
  - d. Upon detonation of the grenades, the assault fire team leader and the automatic rifleman move to the entry point and enter the trench. The squad leader directs them to one of the secured corners or intersections to relieve the automatic rifleman who then rejoins his buddy team at the opposite end of the foothold.



**TASK STEPS AND PERFORMANCE MEASURES:**

10. The squad leader remains at the entry point and marks it. He calls forward the base-of-fire team, once he has ensured that the remainder of the platoon continues to provide supporting fires.

11. The squad leader reports to the platoon leader that he has entered the trench and secured a foothold. The platoon follows the success of the seizure of the foothold with the remainder of the platoon.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

2-18. Battle Drill 07-4-D9203.

**TASK:** React to Indirect Fire (Squad) (07-4-D9203)

**CONDITIONS:** The platoon/squad is moving, halted, or occupying a firing position with or without a dug-in mortar emplacement. Any soldier gives the alert, "INCOMING," or a round impacts nearby.

**STANDARDS:** The squad/platoon begins drill immediately. If moving, halted, or in an unimproved firing position, the squad moves with all of its mission-essential equipment and ammunition to a rally point or alternate firing position beyond the impact area. If in a dug-in mortar emplacement, the squad moves into the personnel shelters with all of its mission-essential equipment except the mortar ammunition. The squad/platoon completes the drill before the enemy initiates a fire for effect.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Any soldier announces, "INCOMING."
2. If the squad is in a firing position, but not dug in:
  - a. Gunner removes and secures sight.
  - b. Gunner collapses and attaches the mount under the barrel.
  - c. Ammunition bearer pushes down on the barrel to dislodge the baseplate from the ground.
  - d. Gunner configures the mortar for a one-man carry and picks up the sight. (60mm only)
  - e. Squad leader and ammunition bearer secure the remainder of the mission-essential equipment and ammunition.
  - f. Squad performs additional steps 3 or 4 below as appropriate.
3. If the squad is moving, is halted, or has prepared to move in accordance with step 1:
  - a. Squad leader gives the direction and distance for the squad to move to a rally point by ordering direction and distance--for example, THREE O'CLOCK, ONE HUNDRED METERS.
  - b. Squad members move rapidly along the direction and distance to the rally point.
  - c. At the rally point, the leader immediately accounts for personnel and equipment, and forms the squad/platoon for a move to an alternate firing position.
  - d. At the alternate firing position, the leader immediately accounts for personnel and computes a new mounting azimuth. Squad leader lays the mortar on the new azimuth and prepares to respond to calls for fire.
  - e. Senior leader present submits a SHELREP, a report that gives details of the enemy attack.
4. If the squad is in an improved (dug in) firing position --
  - a. Squad members seek cover in personnel shelters.
  - b. Squad members protect as much mission-essential equipment as possible by placing it in the personnel shelter.
  - c. Senior leader present submits a SHELREP.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
ARTEP 7-12-MTP	07-2-1270	Conduct an Infiltration or Exfiltration (Infantry Company)
	07-2-1369	Cross a Water Obstacle (Dismounted) (Infantry Company)
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
		Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1063	Conduct a Delay (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1108	Conduct a Passage of Lines as the Stationary Unit (Infantry/Reconnaissance Platoon/Squad)
	07-3-1117	Conduct a Presence Patrol (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1234	Conduct Operations during Limited Visibility (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)



**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1324	Establish a Checkpoint (Infantry/Reconnaissance Platoon/Squad)
	07-3-1369	Perform Air Assault Operations (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1396	React to a Civil Disturbance (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-2000	Conduct a Route Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2009	Conduct an Area or Zone Reconnaissance (Infantry/Reconnaissance Platoon/Squad)
	07-3-2018	Establish an Observation Post (OP) (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-2036	Reconnoiter a Built-up Area (Infantry/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
	07-3-5063	Occupy an Assembly Area (Infantry/Mortar/Reconnaissance Platoon/Squad)

## CHAPTER 3

### Crew Drills

3-1. General. A crew drill is a collective action that a crew of a weapon system or piece of equipment must perform to use the weapon or equipment successfully in combat or to preserve life.

3-2. Crew Drill 07-5-D9339.

**TASK:** Engage Targets with the 25-mm Automatic Gun or 7.62-mm Coax (Crew) (07-5-D9339)

**CONDITIONS:** Upon recognition of an enemy target(s) or on the BC's order, with the integrated sight unit (ISU), the Bradley Crew identifies and engages the enemy target(s).

**STANDARDS:** The crew identifies, confirms, and engages enemy target(s) IAW the standards outlined in Chapter 2, FM 23-1.

**ILLUSTRATIONS:** N/A

#### TASK STEPS AND PERFORMANCE MEASURES:

1. Bradley Commander:
  - a. Lays the gun for direction by squeezing the palm switch on the commander's handstation and turning the turret in the direction of the target.
  - b. The BC issues a battlesight or precision fire command.
2. Gunner:
  - a. Indexes the announced range into the ISU.
  - b. Selects the ammunition/weapon system on the weapon control box IAW with the BC's fire command.
  - c. Acquires the target using the ISU on low power.
  - d. Switches to the HIGH magnification and announces, "IDENTIFIED."
    - (1) If the gunner announces, "CANNOT IDENTIFY," the BC attempts to identify and gives further instructions.
    - (2) If the gunner announces, "LOST," the BC gives additional target location information.
    - (3) If the gunner announces, "FRIENDLY," the BC gives a new target location or takes the weapon out of action.
    - (4) If the gunner announces, "CANNOT ENGAGE," the BC designates another target or tells the driver to move the vehicle.
  - e. Lays the reticle on the center of the targets visible mass.
3. Bradley Commander:
  - a. Commands, "FIRE."
4. Gunner:
  - a. Announces, "ON THE WAY," and fires the weapons system.
5. Bradley Commander:
  - a. Announces, "CEASE FIRE," upon target destruction to end the engagement.

#### SUPPORTED T&EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
ARTEP 7-92-MTP	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)

3-3. Crew Drill 07-5-D9340.

**TASK:** Reload TOW Launcher (Crew) (07-5-D9340)

**CONDITIONS:** The BFV has fired two TOW missiles and needs to reload the launcher. The TOW castings are in the launch tubes. The TOW launcher is raised.

**STANDARDS:** The crew and fire team must reload the launcher with two TOW missiles within the time standards in FM 23-1. The crew and fire team reloads the launcher without causing any damage to the missile and/or launcher or any injuries to the soldier.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 7-11BCHM1-SM	071-056-0001	Load the TOW Launcher on a BFV
STP 7-11M14-SM-TG	071-056-0001	Load the TOW Launcher on a BFV

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Bradley Commander:
  - a. Commands, "PREPARE TO LOAD MISSILE."
2. Gunner:
  - a. Traverses the turret to the TOW LOAD position (5950 mils).
  - b. Moves the ARM-SAFE-RESET switch to RESET then to the SAFE position.
  - c. Elevates the launcher to 500 mils.

**TASK STEPS AND PERFORMANCE MEASURES:**

3. Bradley Commander:
  - a. Moves the turret drive switch to OFF.
4. Gunner:
  - a. Engages the turret travel lock.
5. Fire Team Member:
  - a. The fire team member in the No. 5 seat is responsible for reloading the TOW missile.

NOTE: If the fire team is dismounted, the BC acts as the loader, depending on the unit's SOP. In the absence of the BC, the gunner assumes the responsibilities of the BC.

- b. Unstows the missiles.
  - c. Checks the humidity indicators on the stowed missiles. (If the humidity indicators are pink, do not use.)
  - d. Inspects the containers for damage.
  - e. Removes the forward handling rings from the nose end of the stowed missiles.
  - f. Removes the electrical connector covers from the stowed missiles.
  - g. Checks the nose ends and rear diaphragms.
6. Bradley Commander:
  - a. Commands, "LOAD MISSILE."
7. Fire Team Member:
  - a. Announces, "UPLOADING TOW."
  - b. Opens the cargo hatch cover to the TOW LOAD position.
  - c. Pushes the release button on the side of the locking handle and pulls down.
  - d. Removes the expended missiles.
  - e. Ensures the umbilical connectors do not extend down into the TOW launcher.
  - f. Loads the missiles into the launcher (outside tube first).
  - g. Holds the missile and pushes the locking handle up until it locks.
  - h. Closes the cargo hatch.
  - i. Announces, "TOW UPLOADED."
8. Gunner:
  - a. Turns the turret drive switch to ON and disengages the turret travel lock.
  - b. Traverses the turret to the target area and arms the system.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1342	Occupy a Firing Position (Antiarmor Platoon)
	07-3-5045	Control TOW Fires (Antiarmor Platoon)
ARTEP 7-92-MTP	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)

3-4. Crew Drill 07-5-D9341.

**TASK:** Engage Targets with the TOW (Crew) (07-5-D9341)

**CONDITIONS:** Upon recognition of an enemy target(s) or on the BC's order, the Bradley crew identifies and engages the enemy target(s).

**STANDARDS:** The crew identifies, confirms, and engages enemy target(s) IAW the standards outlined in Chapter 2, FM 23-1. Determine if the enemy target(s) is within range to engage. Does not engage enemy target(s) out of range.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Bradley Commander:
  - a. Commands, "GUNNER, MISSILE, TANK," and lays the gun for direction to the target.
2. Gunner:
  - a. Starts searching for the target as the BC lays the gun.
3. Driver:
  - a. If not already halted, halts the vehicle in a hull-down position.
4. Gunner:
  - a. Selects HIGH MAG and uses the ISU to determine if the target is engageable.
5. Driver:
  - a. Checks the vehicle slope indicator to ensure the vehicle is within the 10-degree slope warning.
6. Gunner:
  - a. Checks the vehicle slope indicator to ensure the vehicle is within the 10-degree slope warning.
  - b. Places the launcher's UP-DOWN switches the TOW control panel to UP.
  - c. Depresses the gunner's palm switch to raise the launcher.
  - d. Depress the TOW button on the TOW control panel.
  - e. Selects the missile tube one or two on the TOW control panel.
  - f. Places the ARM-SAFE-RESET switch to ARM.
  - g. Sights the target, announces, "IDENTIFIED," and lays the cross hairs on the center of target visible mass.
    - (1) If the gunner announces, "CANNOT IDENTIFY," the BC attempts to identify and gives further instructions.
    - (2) If the gunner announces, "LOST," the BC gives additional target location information.
    - (3) If the gunner announces, "FRIENDLY," the BC gives the new target description or takes the weapon out of action.
    - (4) If the gunner announces, "CANNOT ENGAGE," the BC designates another target or tells the driver to move the vehicle.
7. Bradley Commander:
  - a. On hearing, "IDENTIFIED," commands, "FIRE."
8. Gunner:
  - a. On hearing, "FIRE," announces, "ON THE WAY," and fires.

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1036	Conduct a Defense (Antiarmor Company/Platoon)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1252	Conduct an Antiarmor Ambush (Antiarmor Company/Platoon)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-2-3009	Employ Fire Support (Antiarmor Company/Platoon)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-5045	Control TOW Fires (Antiarmor Platoon)
ARTEP 7-92-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

3-5. Crew Drill 07-5-D9342.

**TASK:** Remove a Misfired TOW (Crew) (07-5-D9342)

**CONDITIONS:** Upon recognition of an enemy target(s) or on the BC's order, the Bradley crew identifies and engages the enemy target(s).

**STANDARDS:** The crew identifies, confirms, and engages enemy target(s) IAW the standards outlined in Chapter 2, FM 23-1. Determine if the enemy target(s) is within range to engage. Does not engage enemy target(s) out of range.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Gunner:
  - a. Announces, "TOW MISFIRE," and indicates the missile that did not fire.
  - b. Moves the ARM-SAFE-RESET switch to RESET, then to SAFE.
  - c. Ensures the stabilization switch is set to ON to keep the weapon pointed downrange while the driver rotates the vehicle.



**TASK STEPS AND PERFORMANCE MEASURES:**

2. Bradley Commander:
  - a. Directs the driver to seek a covered or hull-down position.
3. Driver:
  - a. Pivot steers the vehicle, either left or right, IAW the BC's instructions. The turret remains pointed downrange.
4. Bradley Commander:
  - a. Tells the driver to pivot until the turret is at 1600 or 4800 mils.
  - b. Engages the turret travel lock.
  - c. Moves the turret drive system switch and turret power switch to OFF.
5. Fire Team Members:
  - a. Two fire team members dismount to the rear of the vehicle.
  - b. One fire team member climbs onto the vehicle from the left side, keeping away from the front and rear of the vehicle.
  - c. Removes the misfired TOW from the launcher.
  - d. Hands the misfired missile to the fire team member of the ground.
  - e. Carries the missile a safe distance (at least 200 meters) and marks the location with a stake and if tactically feasible a yellow flag.
  - f. Lays the missile so that the backblast area (75 meters) is least destructive.
6. Bradley Commander:
  - a. Notifies the chain of command of the existence and location of the misfired TOW.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1036	Conduct a Defense (Antiarmor Company/Platoon)
	07-2-1225	Conduct Actions at Danger Areas (Antiarmor Company/Platoon)
	07-2-1252	Conduct an Antiarmor Ambush (Antiarmor Company/Platoon)
	07-2-1441	React to Snipers (Antiarmor Company/Platoon)
	07-2-1459	Take Action on Contact (Antiarmor Company/Platoon)
	07-2-3009	Employ Fire Support (Antiarmor Company/Platoon)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-5045	Control TOW Fires (Antiarmor Platoon)
ARTEP 7-92-MTP	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)

3-6. Crew Drill 07-5-D9343.

**TASK:** Load, Unload, and Stow Grenades for the M257 Smoke Grenade Launcher (Crew)  
(07-5-D9343)

**CONDITIONS:** On order of the BC, the crew loads/unloads the eight-smoke grenades stowed in the smoke grenade storage bins.

**STANDARDS:** Loads the launcher so that all grenades can be fired IAW the engagement techniques found in FM 23-1. Unload the launcher so that all grenades can be stowed. Securely stow all grenades in the smoke grenade stowage bins.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Gunner:
  - a. Traverses the turret to the 6400-mil position and sets the turret travel lock.
2. Bradley Commander:
  - a. Turns the turret drive system switch and the turret power switch to OFF.

**DANGER**

**TO PREVENT DEATH OR INJURIES, THE TURRET POWER AND SMOKE GRENADE LAUNCHER SWITCHES MUST BE OFF BEFORE SMOKE GRENADES ARE LOADED. WHILE LOADING, NO PART OF THE LOADER'S BODY SHOULD BE IN FRONT OF THE SMOKE GRENADE LAUNCHERS. ALL SOLDIERS MUST BE CLEAR OF FIRING LINES WHEN LOADING GRENADES. IF A MISFIRE OCCURS, THE VEHICLE MUST BE MOVED AT LEAST 125 METERS FROM OTHER VEHICLES, BUILDINGS, PERSONNEL, AND EQUIPMENT. AFTER REMOVING MISFIRED GRENADES, THE SMOKE GRENADES ARE MOVED TO A WELL-MARKED SPOT 200 METERS FROM VEHICLES, BUILDINGS, PERSONNEL, OR EQUIPMENT.**

3. Driver:
  - a. Ensures that the master power switch is off.
4. Bradley Commander:
  - a. Commands, "LOAD SMOKE GRENADES."
5. Bradley Commander or Gunner:
  - a. Exits the turret from the BC or gunners hatch.
  - b. Removes the expended grenades from the launcher.
  - c. Checks each launch tube for damage and debris.
  - d. Lifts the grenades (four) from the stowage bin and inspects the grenades.
  - e. Loads the launcher by sitting on the stowage bin and inspects the grenades.
  - f. Loads the grenades, metal end down, from bottom to top. Gently push on the smoke grenade until two clicks are felt, then turns it one-half turn.
  - g. Assumes the assigned seat in the turret.
6. Bradley Commander:
  - a. Commands, "UNLOAD THE SMOKE GRENADE LAUNCHER."
  - b. Prepares the vehicle for unloading the smoke grenades.
  - c. Turns the turret drive and turret power switches to OFF.
7. Driver:
  - a. Turns the master power to OFF.
8. Bradley Commander or Gunner:

**TASK STEPS AND PERFORMANCE MEASURES:**

- a. Sitting on stowage bin, removes the four discharger caps and grenades from top to bottom.
- b. Installs the discharger caps on the grenade launcher tubes.
- c. Opens the bins to stow the grenades.
- d. Stows the grenades metal end down.
- e. Closes and latches the smoke grenade stowage bin.

**SUPPORTED T&EO'S**

<b>ARTEP NUMBER</b>	<b>T&amp;EO NUMBER</b>	<b>T&amp;EO TASK TITLE</b>
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1072	Conduct a Disengagement (Infantry/Reconnaissance

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
		Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1288	Cross a Water Obstacle (Dismounted) (Infantry/Reconnaissance Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)

3-7. Crew Drill 07-3-D9233.

**TASK:** Dismount the Vehicle (Platoon/Squad) (07-3-D9233)

**CONDITIONS:** The platoon/squad is mounted and must dismount. The platoon leader orders the squads to prepare to dismount.

**STANDARDS:** The platoon moves to a covered and concealed position to provide protection to the dismounting squads. When the command DISMOUNT is given, each fire team dismounts in the order specified, in 30 seconds if the ramp is used, or 45 seconds if the combat door is used. Platoon/squad leader establishes control of his squads/fire teams.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 7-11BC24-SM-TG	071-326-5606	Select an Overwatch Position
STP 7-11BCHM24-SM-TG	071-326-5606	Select an Overwatch Position

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader selects the dismount point.
2. The platoon leader orders personnel to dismount.
  - a. Gives the warning, "Prepare to dismount."
  - b. Designates dismounted platoon's weapons composition; for example, "No Dragons" or "Heavy on AT4s."
  - c. Gives dismount instructions for each vehicle; for example, "Right" (left), distance "50 meters," and any identifying terrain feature "Backside of hill."
3. Squad/team leader monitors commands and dismount. He then alerts the soldiers in the troop compartment.
4. The drivers move the vehicles to the designated dismount point and orient the front of the vehicle toward the enemy.
5. The platoon leader commands, DISMOUNT.
6. The driver stops the vehicle and lowers the ramp, or the squad leader orders the combat door opened.

**TASK STEPS AND PERFORMANCE MEASURES:**

7. Squad members dismount in the specified order, and then move to covered and concealed positions (about 5 meters apart).
8. The mounted element occupies covered positions and overwatches the dismounted element with the main weapon.
9. Platoon/squad leader reports to higher headquarters.
10. All squad members search for enemy positions and respond to orders.
11. Squad and fire team leaders position or reposition squad members (if needed).
12. Squad leaders reposition the vehicles, as required.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-12-MTP	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-5-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-8-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)

3-8. Crew Drill 07-3-D9234.

**TASK:** Mount the Vehicle (Platoon/Squad) (07-3-D9234)

**CONDITIONS:** The squads are dismounted and must remount the vehicle. The platoon/squad leader orders the squads to mount their vehicles.

**STANDARDS:** The vehicles move to a covered and concealed position to provide protection to the remounting squads. Squads mount in the order specified.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon/squad leader gives a warning order to prepare to mount, then gives the order or signal to the squads to mount their vehicles, and designates a mount point.
2. Both elements (mounted and dismounted) move to the mount point using covered and concealed routes.
3. The vehicle crew, using the appropriate weapons, overwatches primary enemy avenues of approach and provides supporting fire and smoke, if necessary.
4. The squads prepare to mount the vehicle.
  - a. Identifies the nearest covered and concealed routes to the vehicle.
  - b. Identifies likely enemy locations or primary avenues of approach.
5. The platoon/squad leader orders, "Mount." (The order to mount may come with clarifying instructions; for example, "1st Squad, provide a base of fire until 2d Squad is mounted.")

**TASK STEPS AND PERFORMANCE MEASURES:**

6. Each squad mounts in the order specified. The squad leader designates which fire team mounts first--for example, Team A mounts first; Team B provides overwatching fires.
7. Soldiers remount the vehicle in reverse sequence of dismount.
8. The platoon/squad leader prepares for mounted operations.
  - a. Accounts for all personnel and equipment in the vehicle, and reports to the squad leader (each team leader).
  - b. Designates a direction of movement, formation, and movement technique from the mount point.
  - c. Establishes visual or radio contact with the other vehicles.
  - d. Ensures the dismounted weapons are on SAFE once the soldiers have mounted (team leader).
  - e. Orders the driver to raise the ramp or the fire team to close the ramp access door.
  - f. The fire team members in the No. 5 and 6 seats of the BFV install their FPWs.
9. The platoon leader reports to the company commander.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-12-MTP	07-2-1486	Conduct Operations with Armored or Mechanized Infantry Vehicles in an Urban Environment (Infantry Company)
ARTEP 7-5-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
ARTEP 7-8-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)

3-9. Crew Drill 07-3-D9235.

**TASK:** Change Formation (Platoon) (Mounted) (07-3-D9235)

**CONDITIONS:** The platoon is moving and must change formation. The platoon leader gives arm-and-hand signals, flag signals, or uses the radio to change formation.

**STANDARDS:** The platoon completes the formation change from any one of the four formations to another.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader directs the formation change by giving the standard arm-and-hand signals, by flag signals, or by using the radio.
2. Vehicle commanders relay arm-and-hand or flag signals.
3. Vehicle commanders direct drivers into position in the new formation. The driver maintains the position in the formation based on the platoon leader's signal.
4. The vehicle commanders traverse the main weapons toward likely enemy positions.



## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
ARTEP 7-12-MTP	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
ARTEP 7-12-MTP	07-1-1207	Conduct Tactical Movement (Mounted) (Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-22-MTP	07-1-1207	Conduct Tactical Movement (Mounted) (Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-30-REV-MTP	07-1-3004.07-C332	Conduct Tactical Movement (Infantry Brigade)
ARTEP 7-32-MTP	07-1-3004.07-C332	Conduct Tactical Movement (Infantry Brigade)
ARTEP 7-4-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

3-10. Crew Drill 07-3-D9236.

**TASK:** Secure at Halt (Platoon) (Mounted) (07-3-D9236)

**CONDITIONS:** The platoon is moving. The platoon leader orders the platoon to halt.

**STANDARDS:** Vehicle commanders move their vehicles to their designated positions in the formation, using available cover and concealment. The platoon maintains dispersion and all-round security. The platoon is not surprised by the enemy.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-24-SMCT	071-331-0820	Analyze Terrain

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader gives the arm-and-hand signals for herringbone or coil formation.
2. The platoon halts in the herringbone or coil formation.
3. Each vehicle commander ensures his vehicle is correctly positioned, using cover and concealment.
4. The platoon leader orders the squads to dismount and provide local security.
5. Designated squad members dismount and assume hasty fighting positions.
6. The squad occupies a hasty fighting position as designated by the team leader near their respective vehicle. The squad leader contacts the team leader and adjusts security positions as necessary.
7. Soldiers continue to observe designated sectors.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
ARTEP 7-12-MTP	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
ARTEP 7-4-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1243	Conduct Operations with Armored or Mechanized Vehicles in an Urban Environment (Infantry Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1279	Conduct Convoy Escort (Antiarmor/Infantry Company)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

3-11. Crew Drill 07-3-D9237.

**TASK:** Execute Action Right or Left (Platoon) (07-3-D9237)

**CONDITIONS:** The platoon is moving and must execute action right or left.

**STANDARDS:** The mounted platoon changes direction into a line formation, orienting on the enemy force.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 21-24-SMCT	071-331-0820	Analyze Terrain

**TASK STEPS AND PERFORMANCE MEASURES:**

1. The platoon leader signals action right or left using arm-and-hand, flags, or radio.
2. The drivers immediately execute a turn in the direction indicated while moving into a line formation. The platoon sergeant orients his vehicle on the platoon leader's vehicle.
3. The platoon leader orders the vehicle commanders to seek covered positions for their vehicles or have them continue to move in the direction indicated.
4. Vehicle commanders orient the main weapon toward the enemy and search for targets.
5. The platoon leader determines if it is necessary to dismount the infantry.
6. The platoon leader reports the situation to the company commander, if necessary.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
ARTEP 7-12-MTP	07-2-1342	Conduct Tactical Movement (Infantry Company)
	07-2-1351	Conduct Tactical Movement in a Built-up Area (Infantry Company)
ARTEP 7-22-MTP	07-1-1207	Conduct Tactical Movement (Mounted) (Tank and Mechanized Infantry Battalion Task Force)
ARTEP 7-30-REV-MTP	07-1-3004.07-C332	Conduct Tactical Movement (Infantry Brigade)
ARTEP 7-32-MTP	07-1-3004.07-C332	Conduct Tactical Movement (Infantry Brigade)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)

3-12. Crew Drill 07-5-D9330.

**TASK:** Bail Out (Crew/Fire Team) (07-5-D9330)

**CONDITIONS:** The BFV, with a mounted fire team, has received hostile fire requiring the crew and fire team to evacuate the vehicle.

**STANDARDS:** Evacuate the BFV without further injury to soldiers.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Bailout procedures for the BFV crew.
  - a. Bradley Commander (BC):
    - (1) Alerts soldiers by the intercommunications system or by voice command if the intercommunications system does not work. Commands, "BAIL OUT."

**NOTE:** As soldiers bail out, they should use the BFV for cover from enemy fires.

- (2) Turns the turret power switch to OFF.
    - (3) Evacuates the vehicle through the BC's hatch.
  - b. Gunner:
    - (1) Evacuates the vehicle through the hatch.
  - c. Driver:
    - (1) Stops the vehicle.
    - (2) Shuts down the vehicle by pulling out the fuel control handle.
    - (3) Lowers the ramp.
    - (4) Disconnects the CVC helmet and unfastens the seat belt.
    - (5) Turns the master-power switch to OFF.

**TASK STEPS AND PERFORMANCE MEASURES:**

- (6) Secures his weapon.
- (7) Evacuates the vehicle through the driver's hatch, if possible. If the driver cannot evacuate through the driver's hatch, he exits through the ramp.
- 2. Bailout procedures for troop compartment and fire team members.
  - a. Squad leader or fire team leader:
    - (1) Announces, "BAIL OUT."
    - (2) Pulls the quick disconnect to release the CVC helmet or headsets.
    - (3) Disconnects the seat belt.
    - (4) Secures his weapon.
    - (5) Evacuates the vehicle through the ramp or ramp door.
  - b. Fire team members:
    - (1) Disconnect the seat belts.
    - (2) Secure their weapons.
    - (3) Evacuates the vehicle through the ramp door or the cargo hatch. The fire team member in the No. 4 seat attempts to evacuate through the driver's hatch.
- 3. Senior man accounts for soldiers and equipment.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1225	Conduct Convoy Escort (Infantry Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1180	Conduct a Tactical Road March (Mounted) (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1045	Conduct a Bypass (Infantry/Reconnaissance Platoon/Squad)
	07-3-1081	Conduct a Link-up (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1090	Conduct a Movement to Contact (Infantry/Reconnaissance Platoon/Squad)
	07-3-1099	Conduct a Passage of Lines as the Passing Unit (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1135	Conduct a Relief in Place (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1144	Conduct a Screen (Infantry/Reconnaissance Platoon/Squad)
	07-3-1153	Conduct a Security Patrol (Infantry/Reconnaissance Platoon/Squad)
	07-3-1189	Conduct Actions at Danger Areas (Infantry/Reconnaissance Platoon)
	07-3-1216	Conduct an Infiltration or Exfiltration (Infantry/Reconnaissance Platoon/Squad)
	07-3-1261	Conduct Stay-behind Operations (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1270	Conduct Tactical Movement (Mounted or Dismounted) (Antiarmor/Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-1279	Conduct Tactical Movement in a Built-up Area (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-6063	Respond to the Initial Effects of a Nuclear Attack (Infantry/Mortar/Reconnaissance Platoon/Squad)

3-13. Crew Drill 07-5-D9331.**TASK:** Evacuate Injured Personnel from a BFV (07-5-D9331)**CONDITIONS:** A crew member or fire team member has been injured.



**STANDARDS:** Crew and/or fire team must remove injured soldiers from the vehicle while minimizing risk of further injury.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Evacuate BC or Gunner.

**NOTE:** Evacuation of the gunner is through the hatch. (If BC is the casualty, the gunner will perform the same actions.)

- a. Bradley Commander:
  - (1) Commands, "EVACUATE THE GUNNER."
- b. Driver:
  - (1) Moves to the nearest covered position and halts the vehicle.
- c. Bradley Commander:
  - (1) Attempts to rotate the turret to 6400-mil position.
  - (2) Engages the turret travel lock.
  - (3) Sets the turret drive system switch to OFF.
- d. No. 6 and No. 7 Fire Team Members:
  - (1) Exit the vehicle through the ramp access door, the ramp, or if necessary the cargo hatch.
  - (2) Moves to the outside of the turret to assist in removing the injured gunner or BC.
- e. Bradley Commander:
  - (1) Places the gunner in position for removal from the vehicle.
  - (2) Adjusts the seat to the raised position, being careful not to cause further injury.
  - (3) Unfastens the seat belt.
- f. Fire Team Members:
  - (1) Place a pistol belt around the gunner's chest and slowly pull the gunner out.
  - (2) Move the gunner to the front of the vehicle.

**NOTE:** If the gunner and BC are wearing NOMAX suits (lightweight jumpsuits), grasp the straps on the back of the suit and pull the gunner or BC out of the vehicle.

- (3) Lower the gunner or BC from the vehicle to the two fire team members on the ground.
- (4) Place the gunner or BC on the ground and administer first aid. If the gunner cannot be evacuated through the hatches, evacuate through the turret shield door.

2. Evacuate Driver

- a. Bradley Commander:
  - (1) Commands, "EVACUATE THE DRIVER."

**NOTE:** If the driver is unable to halt the vehicle, a fire team member must move forward, behind the driver's seat, and pull the fuel shutoff handle to stop the engine.

- b. Gunner:
  - (1) Ensures the turret exposes the driver's hatch.
  - (2) Engages the turret travel lock.
  - (3) Sets the turret drive system switch to the OFF position.
- c. Bradley Commander:
  - (1) Exits the vehicle.
  - (2) Releases the trim vane.

**NOTE:** The M2A2 BFV does not have a trim vane attached to the vehicle's front slope. The BC must determine the urgency to evacuate the driver and treat the driver's wounds before deciding to install the work platform.

- d. Fire Team Members:
  - (1) Move forward behind the driver and lower the backrest of the driver's seat using the backrest release handle on the right side just beneath the backrest.
  - (2) Assist the BC in removing the driver from the vehicle.

**TASK STEPS AND PERFORMANCE MEASURES:**

- e. Bradley Commander:
  - (1) Opens the driver's hatch.

**NOTES:**

1. If the drivers hatch is damaged and will not open, the fire team member pulls the driver back into the troop compartment.
  2. The gunner can perform the BC's duties.
    - (2) Disconnects the CVC helmet and the safety belt.
    - (3) Crosses the driver's arms over his chest. (If this is not possible, wraps a belt around the driver's chest to raise him.)
    - (4) Pulls the driver out of the vehicle and hands him to the fire team member(s) on the ground.
  - f. Fire Team Members:
    - (1) Assist the BC in pulling the driver from the vehicle.
    - (2) Two fire team members dismount to the left front of the vehicle to assist by taking the driver from the BC. They lay him on the ground and administer first aid.
    - (3) One fire team member remains in the vehicle and assists in the removal of the driver by untangling his legs as necessary.
  3. Evacuate Fire Team Member:
    - a. Squad/Fire Team Leader:
      - (1) Informs the BC that a fire team member is injured.
    - b. Bradley Commander:
      - (1) Commands, "EVACUATE FIRE TEAM MEMBER."
    - c. Driver:
      - (1) Moves to the nearest covered position, halts the vehicle, and lowers the ramp.
- NOTE: Depending on which fire team member is injured, the squad/fire team leader designates which member will assist in evacuating the casualty. If the squad/fire team leader is injured, then the next senior soldier in the troop compartment takes charge.
- d. Fire Team Members:
    - (1) Two fire team members remove the injured member, lay him on the ground, and perform first aid.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-4-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-4045	Treat and Evacuate Casualties (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-5009	Conduct Consolidation and Reorganization (Infantry/Reconnaissance Platoon/Squad)

3-14. Crew Drill 07-5-D9332.

**TASK:** Extinguish a Fire (Crew) (07-5-D9332)

**CONDITIONS:** Upon automatic or manual discharge of the fire suppression system. The BFV crew and infantry squad is mounted. The BC alerts soldiers of a fire.

**STANDARDS:** Immediately extinguish a fire on a BFV using fixed and or portable fire extinguishers. Minimize damage to equipment and injury to soldiers.

**SUPPORTING INDIVIDUAL TASKS:** See also Appendix A, "Individual Task-to-Drill Matrix."

References	Task Number	Task Title
STP 7-11BCHM24-SM-TG	071-324-6004	Operate the Turret of a BFV
STP 7-11M14-SM-TG	071-324-6004	Operate the Turret of a BFV

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:**

1. Extinguish a fire in the engine compartment.
  - a. Bradley Commander:
    - (1) Alerts the soldiers of an engine compartment fire by the intercommunications system or by voice command if the intercommunications system does not work.
    - (2) Commands, "FIRE, ENGINE COMPARTMENT."
    - (3) Rotates the turret to 6400 mils.

**WARNING**

**FAILURE TO PLACE THE TURRET AT 6400 MILS MAY PREVENT THE CARGO HATCH FROM FULLY OPENING. IF THE RAMP OR RAMP ACCESS DOOR FAILS, THE SOLDIER COULD BE TRAPPED INSIDE THE TROOP COMPARTMENT.**

- (4) Turns the turret power switch to OFF.
  - b. Driver:
    - (1) Stops the vehicle.
    - (2) Shuts down the engine by pulling out the fuel control handle.
    - (3) Discharges the Halon bottle by rotating the release valve inside the driver's compartment if it has not been automatically discharged.
    - (4) Lowers the ramp.
    - (5) Turns the master power switch to OFF.
    - (6) Disconnects the CVC helmet and unfastens the seat belt.
    - (7) Secures his weapon.
    - (8) Evacuates the vehicle through the driver's hatch, if possible. If the driver is unable to evacuate through the driver's hatch, he exits through the ramp.
  - c. Fire Team Members:
    - (1) Disconnect the seat belts.
    - (2) Squad leader or fire team leader pulls the quick disconnect to release the CVC helmets or headsets.
    - (3) The fire team members in the No. 5 and No. 9 seats secure the rear portable fire extinguishers.
    - (4) Fire team members secure their weapons.
    - (5) Evacuate the vehicle through the ramp.
  - d. Bradley Commander:
    - (1) Evacuates the vehicle through the BC's hatch.
  - e. Gunner:
    - (1) Evacuates the vehicle through the gunner's hatch.

**NOTE:** If the halon does not extinguish the fire, the portable fire extinguishers must be used.

**TASK STEPS AND PERFORMANCE MEASURES:**

2. Extinguish a fire in the troop compartment.
  - a. Squad Leader or Fire Team Leader:
    - (1) Alerts the BC of a troop compartment fire by intercommunications system or by voice if the intercommunications system does not work.
    - (2) Announces, "FIRE, TROOP COMPARTMENT."
  - b. Bradley Commander:
    - (1) Turns the power to OFF, and evacuates the vehicle through the BC's hatch.
  - c. Gunner:
    - (1) Evacuates the vehicle through the gunner's hatch.
  - d. Driver:
    - (1) Stops the engine.
    - (2) Shuts down the vehicle and pulls out the fuel control handle.
    - (3) Lowers the ramp.
    - (4) Turns the master power switch to OFF.
    - (5) Pulls the quick disconnect to release the CVC helmet and seat belt.
    - (6) Unfastens his seat belt.
    - (7) Secures his weapon.
    - (8) Evacuates the vehicle through the driver's hatch.
  - e. Fire Team Members:
    - (1) Unfastens the seat belts.
    - (2) The squad or fire team leader pulls the quick disconnect to release the CVC helmets and headsets.
    - (3) Secures their weapons.
    - (4) The fire team members in the No 5 and No. 9 seat pulls the handle to activate the troop-area fire extinguishers from the outside.

**NOTE:** If the fire is not extinguished, the portable fire extinguishers are used.

3-15. Crew Drill 07-5-D9338.

**TASK:** Load the 25-mm Ammunition Ready Box (HE or AP) (Crew) (07-5-D9338)

**CONDITIONS:** During initial loading or when the low ammunition light comes on. Given a BFV with the ramp up, master power is ON, with 300 rounds of 25-mm ammunition in 30 round boxes stored IAW the load plan (25-mm HE or AP).

**STANDARDS:** 1. The crew and fire team must identify, inspect, clean, and load rounds in the HE and AP ammunition cans without causing damage to the equipment or injury to soldiers.

**ILLUSTRATIONS:** N/A

**TASK STEPS AND PERFORMANCE MEASURES:****DANGER**

**HANDLE AMMUNITION WITH CARE. DO NOT BUMP PRIMERS AGAINST ANY HARD SURFACE. IF A CARTRIDGE EXPLODES, SOLDIERS COULD BE KILLED OR HURT.**

1. Load the 25-mm HE Ammunition.
  - a. Gunner:
    - (1) Moves the turret to HE load (2150 mils), announces when he has set the turret travel lock.

**DANGER**

**BC MUST TURN OFF THE TURRET DRIVE SYSTEM BEFORE THE TURRET SHIELD DOOR IS OPENED. SOLDIERS COULD BE KILLED OR INJURED.**

- b. Bradley Commander:

**TASK STEPS AND PERFORMANCE MEASURES:**

- (1) Instructs the driver to lower the ramp. BC announces, "UPLOAD HE READY BOX."
- (2) Sets the turret driver switch to the OFF position.
- c. Fire Team Member: The fire team member sitting in the No. 9 seat performs the duties of the loader. This responsibility should be cross-trained within the squad/fire team.
  - (1) Opens the turret shield door.
  - (2) Opens and removes the door from the HE ammunition can.
  - (3) Stows squad seat and removes the floor plates.
  - (4) Prepares the HE ammunition for loading.

**CAUTION**

**ROUNDS NOT ALIGNED PROPERLY CAN CAUSE JAMMING IN THE 25-MM AMMUNITION CAN AND CHUTES. THE AMMUNITION MUST BE ALIGNED AT THE TIPS. SEVERE DAMAGE TO THE FEEDING SYSTEM COULD RESULT IF THE AMMUNITION IS NOT ALIGNED.**

- (a) Unstows the HE ammunition.
- (b) Conducts a quick visual inspection to ensure it is serviceable, clean, and aligned.

**CAUTION**

**LINKS MAY BE DAMAGED IF ROUNDS ARE NOT REMOVED CORRECTLY. IF A ROUND DOES NOT RELEASE FROM A LINK, DO NOT PULL THE ROUND. TO FREE A ROUND FROM A LINK, TWIST AND PULL UP ON THE ROUND AT THE SAME TIME. BENT LINKS CAN JAM THE FEEDER.**

- (c) If loading an empty can, joins 15-round ammunition belts and loads 30 rounds at a time until there are 230 rounds loaded into the HE ammunition-ready can.

**CAUTION**

**THE END OF THE AMMUNITION BELT WITH THE DOUBLE LINKS ALWAYS GOES IN THE AMMUNITION CAN FIRST. THE END OF THE AMMUNITION BELT WITH THE EMPTY SINGLE LINK GOES IN LAST. IF THE AMMUNITION IS NOT LOADED CORRECTLY, AMMUNITION WILL BIND IN THE CHUTES AND DAMAGE THE EQUIPMENT.**

- (d) If reloading, checks to see how many rounds are remaining in the ammunition can. There must be a single empty link at the end of the ammunition belt.

**NOTE:** An ammunition belt must be loaded with the links on the top and the rounds pointed to the right of the vehicle. Counts the rounds as they are loaded.

- (5) Loads the first 44 rounds in the ammunition can.
- (6) Turns the ammunition belt over so that the links are on top. Rounds should point to the right of the vehicle.
- (7) Counts the 5th and 19th rounds. Feeds the ammunition belt with the double links first into the ammunition can. Hangs the first five rounds on the loading rail. Hangs the 19th round on the loading rail.
- (8) Counts the next 25 rounds. Hangs both the 24th and 25th rounds on the loading rail.
- d. Gunner:
  - (1) Forwards the rounds with the 14-mm ratchet wrench.
  - (2) Locks the upper roller.
- e. Fire Team Member:
  - (1) Loads the remainder of the rounds in the ammunition can.
  - (2) Hangs every 24th and 25th round.
- f. Gunner:
  - (1) Lifts the ammunition belt loops over the baffles.
- g. Fire Team Member:
  - (1) Installs and closes the HE ammunition can door.
  - (2) Ensures the HE-AP selector switch is set to HE.

**TASK STEPS AND PERFORMANCE MEASURES:**

- (3) Closes the turret shield door and taps on the shield door and announces, "HE UPLOADED."
  - (4) Stows empty ammunition boxes.
  - (5) Replaces floor plates and unstows seat.
2. Load the 25-mm AP Ammunition.
- a. Gunner:
    - (1) Moves the turret to AP load (4350 mils). Announces when he has set the turret travel lock.

**DANGER**

**BC MUST TURN OFF THE TURRET DRIVE SYSTEM BEFORE THE TURRET SHIELD DOOR IS OPENED. SOLDIERS COULD BE HURT OR KILLED.**

- b. Bradley Commander:
  - (1) Instructs the driver to lower the ramp. Announces, "UPLOAD AP READY BOX."
  - (2) Sets the turret drive switch to the OFF position.

**NOTE:** In the absence of a fire team member, the BC performs the following duties.

- c. Fire Team Member: The fire team member sitting in the No. 9 seat performs the duties of the loader. This responsibility should be cross-trained within the fire team.
  - (1) Opens the turret shield door.
  - (2) Opens and removes the door from the AP ammunition can.
  - (3) Stows squad seat and removes the floor plates.
  - (4) Prepares the AP ammunition for loading.

**CAUTION**

**ROUNDS NOT ALIGNED PROPERLY CAN CAUSE JAMMING IN THE 25-MM AMMUNITION CAN AND CHUTES. AMMUNITION MUST BE ALIGNED AT THE TIPS. SEVERE DAMAGE TO THE FEEDING SYSTEM COULD RESULT IF THE AMMUNITION IS NOT ALIGNED.**

- (a) Unstows the AP ammunition.
- (b) Conducts a quick visual inspection to ensure it is serviceable, clean, and aligned.

**CAUTION**

**LINKS MAY BE DAMAGED IF ROUNDS ARE NOT REMOVED CORRECTLY. IF A ROUND DOES NOT RELEASE FROM A LINK, DO NOT PULL THE ROUND. TO FREE A ROUND FROM A LINK, TWIST AND PULL UP ON THE ROUND AT THE SAME TIME. BENT LINKS CAN JAM THE FEEDER.**

- (c) If loading an empty can, joins and loads the ammunition in 30 round belts until 70 rounds are loaded into the AP ammunition can.

**CAUTION**

**THE END OF THE AMMUNITION BELT WITH THE DOUBLE LINKS ALWAYS GOES IN THE AMMUNITION CAN FIRST. THE END OF THE AMMUNITION BELT WITH THE EMPTY SINGLE LINK GOES IN LAST. IF THE AMMUNITION IS NOT LOADED CORRECTLY, AMMUNITION WILL BIND IN THE CHUTES AND DAMAGE THE EQUIPMENT.**

**NOTE:** An ammunition belt must be loaded with the links on the top and the rounds pointed to the right of the vehicle. Counts the rounds as they are loaded.

- (d) If reloading, checks to see how many rounds are remaining in the ammunition can. There must be a single empty link at the end of the ammunition belt.
- (5) Counts the first 26 rounds. Hangs the first round onto the load rail, and then hangs the 25th and 26th rounds onto the loading rail.
- (6) Lifts the single linked end of the ammunition belt up into the forwarder. Pushes the last round until it is engaged in the sprocket.
- d. Gunner:
  - (1) Releases the roller to the rear of the ammunition can.
  - (2) Forwards the rounds with the 14-mm ratchet wrench.
  - (3) Locks the upper roller.

**TASK STEPS AND PERFORMANCE MEASURES:**

## e. Fire Team Member:

- (1) Installs and closes the AP ammunition can door.
- (2) Ensures the HE-AP selector switch is set to AP.
- (3) Closes the turret shield door, taps on the shield door, and announces, "AP UPLOADED."
- (4) Stows empty ammunition boxes.
- (5) Replaces floor plates and unstows squad seats.

**SUPPORTED T&EO'S**

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
ARTEP 7-10-MTP	07-2-1045	Conduct a Defense (Infantry Company)
ARTEP 7-12-MTP	07-2-1045	Conduct a Defense (Infantry Company)
ARTEP 7-4-MTP	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-5-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-7J-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)

## SUPPORTED T&amp;EO'S

ARTEP NUMBER	T&EO NUMBER	T&EO TASK TITLE
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-8-MTP	07-3-1000	Assault a Building (Infantry Platoon/Squad)
	07-3-1009	Conduct a Deliberate Attack (Infantry Platoon/Squad)
	07-3-1027	Breach an Obstacle (Infantry Platoon/Squad)
	07-3-1036	Clear a Trench Line (Infantry Platoon/Squad)
	07-3-1054	Conduct a Defense (Infantry Platoon/Squad)
	07-3-1126	Conduct a Raid (Infantry Platoon/Squad)
	07-3-1162	Conduct a Strongpoint Defense of a Building (Infantry Platoon/Squad)
	07-3-1207	Conduct an Ambush (Infantry Platoon/Squad)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1333	Knock Out a Bunker (Infantry Platoon/Squad)
	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-90-MTP	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
ARTEP 7-91-MTP	07-2-1036	Conduct a Defense (Antiarmor Company/Platoon)
	07-3-1252	Conduct Overwatch and or Support by Fire (Antiarmor/Infantry Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
ARTEP 7-92-MTP	07-3-1406	React to Snipers (Infantry/Reconnaissance Platoon/Squad)
	07-3-1423	Secure a Route (Antiarmor/Infantry/Reconnaissance Platoon/Squad)
	07-3-1432	Take Action on Contact (Infantry/Mortar/Reconnaissance Platoon/Squad)
	07-3-3009	Employ Fire Support (Infantry/Reconnaissance Platoon/Squad)



## APPENDIX A

### Individual Task-to-Drill Matrix

This matrix identifies individual tasks from STP 21-1-SMCT, STP 21-24-SMCT, and STP 7-11M14-SM-TG.

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>COMMON TASKS SKILL LEVEL 1</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-331-0803</u> Report Enemy Information	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>878-920-1002</u> Recognize Friendly & Threat Armored Vehicles & Aircraft				<b>X</b>	<b>X</b>
<u>444-091-1101</u> Perform Search and Scan Procedures	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2027</u> Load an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2028</u> Unload an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2029</u> Correct Malfunctions on an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2007</u> Engage Targets with an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2127</u> Load an M203 Grenade Launcher	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2128</u> Unload an M203 Grenade Launcher	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2129</u> Correct Malfunctions on an M203 Grenade Launcher	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-311-2130</u> Engage Targets with an M203 Grenade Launcher				<b>X</b>	<b>X</b>
<u>071-312-3027</u> Load an M60 Machine Gun				<b>X</b>	<b>X</b>
<u>071-312-3028</u> Unload an M60 Machine Gun	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-312-3029</u> Correct Malfunctions on an M60 Machine Gun	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9110</b>	<b>07-3-D9112</b>	<b>07-3-D9122</b>	<b>07-3-D9123</b>	<b>07-3-D9233</b>
<u>071-331-0803</u> Report Enemy Information	<b>X</b>	<b>X</b>			
<u>878-920-1002</u> Recognize Friendly & Threat Armored Vehicles & Aircraft	<b>X</b>	<b>X</b>			
<u>444-091-1101</u> Perform Search and Scan Procedures	<b>X</b>	<b>X</b>			
<u>071-311-2027</u> Load an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>			
<u>071-311-2028</u> Unload an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>			
<u>071-311-2029</u> Correct Malfunctions on an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>			
<u>071-311-2007</u> Engage Targets with an M16A1 or M16A2 Rifle	<b>X</b>	<b>X</b>			
<u>071-311-2127</u> Load an M203 Grenade Launcher	<b>X</b>	<b>X</b>			
<u>071-311-2128</u> Unload an M203 Grenade Launcher	<b>X</b>	<b>X</b>			
<u>071-311-2129</u> Correct Malfunctions on an M203 Grenade Launcher	<b>X</b>	<b>X</b>			
<u>071-311-2130</u> Engage Targets with an M203 Grenade Launcher	<b>X</b>	<b>X</b>			
<u>071-312-3027</u> Load an M60 Machine Gun	<b>X</b>	<b>X</b>			
<u>071-312-3028</u> Unload an M60 Machine Gun	<b>X</b>	<b>X</b>			
<u>071-312-3029</u> Correct Malfunctions on an M60 Machine Gun	<b>X</b>	<b>X</b>			
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
<u>071-331-0803</u> Report Enemy Information			<b>X</b>	<b>X</b>	
<u>878-920-1002</u> Recognize Friendly & Threat Armored Vehicles & Aircraft					

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
444-091-1101 Perform Search and Scan Procedures			X	X	
071-311-2027 Load an M16A1 or M16A2 Rifle					
071-311-2028 Unload an M16A1 or M16A2 Rifle					
071-311-2029 Correct Malfunctions on an M16A1 or M16A2 Rifle					
071-311-2007 Engage Targets with an M16A1 or M16A2 Rifle					
071-311-2127 Load an M203 Grenade Launcher					
071-311-2128 Unload an M203 Grenade Launcher					
071-311-2129 Correct Malfunctions on an M203 Grenade Launcher					
071-311-2130 Engage Targets with an M203 Grenade Launcher					
071-312-3027 Load an M60 Machine Gun					
071-312-3028 Unload an M60 Machine Gun					
071-312-3029 Correct Malfunctions on an M60 Machine Gun					
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
071-312-3031 Engage Targets with an M60 Machine Gun	X	X	X	X	X
071-325-4407 Employ Hand Grenades	X	X	X	X	X
071-326-0502 Move Under Direct Fire	X	X	X	X	X
071-326-0503 Move Over, Through, or Around Obstacles (Except Minefields)	X	X	X	X	X
071-326-0510 React to Indirect Fire While Dismounted				X	X

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<u>051-191-1361</u> Camouflage Yourself and Your Individual Equipment				<b>X</b>	<b>X</b>
<u>051-191-1362</u> Camouflage Equipment				<b>X</b>	<b>X</b>
<u>081-831-1000</u> Evacuate a Casualty				<b>X</b>	
<u>081-831-1003</u> Clear an Object From the Throat of a Conscious Casualty				<b>X</b>	
<u>081-831-1042</u> Perform Mouth-to-Mouth Resuscitation				<b>X</b>	
<u>081-831-1016</u> Put on a Field or Pressure Dressing				<b>X</b>	
<u>081-831-1017</u> Put on a Tourniquet				<b>X</b>	
<u>081-831-1025</u> Apply a Dressing to an Open Abdominal Wound				<b>X</b>	
<u>081-831-1026</u> Apply a Dressing to an Open Chest Wound				<b>X</b>	
	<b>07-3-D9110</b>	<b>07-3-D9112</b>	<b>07-3-D9122</b>	<b>07-3-D9123</b>	<b>07-3-D9233</b>
<u>071-312-3031</u> Engage Targets with an M60 Machine Gun	<b>X</b>	<b>X</b>			
<u>071-325-4407</u> Employ Hand Grenades	<b>X</b>	<b>X</b>			
<u>071-326-0502</u> Move Under Direct Fire	<b>X</b>	<b>X</b>			
<u>071-326-0503</u> Move Over, Through, or Around Obstacles (Except Minefields)	<b>X</b>	<b>X</b>			
<u>071-326-0510</u> React to Indirect Fire While Dismounted	<b>X</b>	<b>X</b>			
<u>071-326-0513</u> Select Temporary Fighting Positions	<b>X</b>	<b>X</b>			
<u>051-191-1361</u> Camouflage Yourself and Your Individual Equipment	<b>X</b>	<b>X</b>			
<u>051-191-1362</u> Camouflage Equipment	<b>X</b>	<b>X</b>			

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>081-831-1003</u> Clear an Object From the Throat of a Conscious Casualty					
<u>081-831-1042</u> Perform Mouth-to-Mouth Resuscitation					
<u>081-831-1016</u> Put on a Field or Pressure Dressing					
<u>081-831-1017</u> Put on a Tourniquet					
<u>081-831-1025</u> Apply a Dressing to an Open Abdominal Wound					
<u>081-831-1026</u> Apply a Dressing to an Open Chest Wound					
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
<u>071-312-3031</u> Engage Targets with an M60 Machine Gun					
<u>071-325-4407</u> Employ Hand Grenades					
<u>071-326-0502</u> Move Under Direct Fire					
<u>071-326-0503</u> Move Over, Through, or Around Obstacles (Except Minefields)					
<u>071-326-0510</u> React to Indirect Fire While Dismounted					
<u>071-326-0513</u> Select Temporary Fighting Positions					
<u>051-191-1361</u> Camouflage Yourself and Your Individual Equipment					
<u>051-191-1362</u> Camouflage Equipment					
<u>081-831-1000</u> Evacuate a Casualty					
<u>081-831-1003</u> Clear an Object From the Throat of a Conscious Casualty					
<u>081-831-1042</u> Perform Mouth-to-Mouth Resuscitation					

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
<u>081-831-1016</u> Put on a Field or Pressure Dressing					
<u>081-831-1017</u> Put on a Tourniquet					
<u>081-831-1025</u> Apply a Dressing to an Open Abdominal Wound					
<u>081-831-1026</u> Apply a Dressing to an Open Chest Wound					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<u>081-831-1033</u> Apply a Dressing to an Open Head Wound				<b>X</b>	
<u>081-831-1005</u> Prevent Shock				<b>X</b>	
<u>081-831-1034</u> Splint a Suspected Fracture				<b>X</b>	
<u>081-831-1007</u> Give First Aid for Burns				<b>X</b>	
<u>081-831-1040</u> Transport a Casualty Using a One-Man Carry				<b>X</b>	
<u>081-831-1041</u> Transport a Casualty Using a Two-Man Carry or Improvised Litter				<b>X</b>	
	<b>07-3-D9110</b>	<b>07-3-D9112</b>	<b>07-3-D9122</b>	<b>07-3-D9123</b>	<b>07-3-D9233</b>
<u>081-831-1033</u> Apply a Dressing to an Open Head Wound					
<u>081-831-1005</u> Prevent Shock					
<u>081-831-1034</u> Splint a Suspected Fracture					
<u>081-831-1007</u> Give First Aid for Burns					
<u>081-831-1040</u> Transport a Casualty Using a One-Man Carry					
<u>081-831-1041</u> Transport a Casualty Using a Two-Man Carry or Improvised Litter					

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
081-831-1033 Apply a Dressing to an Open Head Wound					
081-831-1005 Prevent Shock					
081-831-1034 Splint a Suspected Fracture					
081-831-1007 Give First Aid for Burns					
081-831-1040 Transport a Casualty Using a One-Man Carry					
081-831-1041 Transport a Casualty Using a Two-Man Carry or Improvised Litter					
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>COMMON TASKS SKILL LEVEL 2</b>					
071-326-0515 Select a Movement Route Using a Map				X	
071-329-1006 Navigate from One Point on the Ground to Another While Dismounted				X	X
061-283-1002 Locate a Target by Grid Coordinates				X	X
061-283-6003 Call for and Adjust Indirect Fire				X	X
071-326-0600 Use Visual Signaling Techniques While Dismounted	X	X	X	X	X
071-331-0802 Process Enemy Personnel and Equipment				X	X
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
071-326-0515 Select a Movement Route Using a Map		X			
071-329-1006 Navigate from One Point on the Ground to Another While Dismounted		X			
061-283-1002 Locate a Target by Grid Coordinates	X	X			

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
061-283-6003 Call for and Adjust Indirect Fire	<b>X</b>	<b>X</b>			
071-326-0600 Use Visual Signaling Techniques While Dismounted	<b>X</b>	<b>X</b>			
071-331-0802 Process Enemy Personnel and Equipment	<b>X</b>	<b>X</b>			
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
071-326-0515 Select a Movement Route Using a Map					
071-329-1006 Navigate from One Point on the Ground to Another While Dismounted					
061-283-1002 Locate a Target by Grid Coordinates					
061-283-6003 Call for and Adjust Indirect Fire					
071-326-0600 Use Visual Signaling Techniques While Dismounted					
071-331-0802 Process Enemy Personnel and Equipment					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>COMMON TASKS SKILL LEVEL 3</b>					
071-331-0820 Analyze Terrain				<b>X</b>	<b>X</b>
	<b>07-3-D9110</b>	<b>07-3-D9112</b>	<b>07-3-D9122</b>	<b>07-3-D9123</b>	<b>07-3-D9233</b>
071-331-0820 Analyze Terrain	<b>X</b>	<b>X</b>			
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
071-331-0820 Analyze Terrain			<b>X</b>	<b>X</b>	
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>INFANTRY TASKS SKILL LEVEL 1</b>					
071-010-0006 Engage Targets with an M249 Machine Gun				<b>X</b>	<b>X</b>
071-315-2308 Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4				<b>X</b>	<b>X</b>



INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<u>071-315-2352</u> Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4				X	X
<u>071-052-0005</u> Operate Night Vision Sight AN/TAS-5				X	X
<u>071-052-0006</u> Engage Targets with an M47 Medium Antitank Weapon	X			X	X
<u>071-317-3306</u> Perform Misfire Procedures on an M47 Medium Antitank Weapon				X	X
<u>071-315-0008</u> Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4				X	X
<u>071-054-0001</u> Prepare M136 Launcher for Firing				X	X
<u>071-054-0003</u> Perform Misfire Procedures on M136 Launcher				X	X
<u>071-054-0004</u> Engage Targets with M136 Launcher	X	X	X	X	X
<u>071-315-0003</u> Operate Night Vision Sight AN/PVS-4				X	X
<u>071-315-0030</u> Operate Night Vision Goggles AN/PVS-5				X	X
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>071-010-0006</u> Engage Targets with an M249 Machine Gun	X	X			
<u>071-315-2308</u> Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4	X	X			
<u>071-315-2352</u> Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4	X	X			

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9110</b>	<b>07-3-D9112</b>	<b>07-3-D9122</b>	<b>07-3-D9123</b>	<b>07-3-D9233</b>
<u>071-052-0005</u> Operate Night Vision Sight AN/TAS-5	<b>X</b>	<b>X</b>			
<u>071-052-0006</u> Engage Targets with an M47 Medium Antitank Weapon	<b>X</b>	<b>X</b>			
<u>071-317-3306</u> Perform Misfire Procedures on an M47 Medium Antitank Weapon	<b>X</b>	<b>X</b>			
<u>071-315-0008</u> Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4	<b>X</b>	<b>X</b>			
<u>071-054-0001</u> Prepare M136 Launcher for Firing	<b>X</b>	<b>X</b>			
<u>071-054-0003</u> Perform Misfire Procedures on M136 Launcher	<b>X</b>	<b>X</b>			
<u>071-054-0004</u> Engage Targets with M136 Launcher	<b>X</b>	<b>X</b>			
<u>071-315-0003</u> Operate Night Vision Sight AN/PVS-4	<b>X</b>	<b>X</b>			
<u>071-315-0030</u> Operate Night Vision Goggles AN/PVS-5	<b>X</b>	<b>X</b>			
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
<u>071-010-0006</u> Engage Targets with an M249 Machine Gun					
<u>071-315-2308</u> Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4					
<u>071-315-2352</u> Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4					
<u>071-052-0005</u> Operate Night Vision Sight AN/TAS-5					

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
<u>071-052-0006</u> Engage Targets with an M47 Medium Antitank Weapon					
<u>071-317-3306</u> Perform Misfire Procedures on an M47 Medium Antitank Weapon					
<u>071-315-0008</u> Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4					
<u>071-054-0001</u> Prepare M136 Launcher for Firing					
<u>071-054-0003</u> Perform Misfire Procedures on M136 Launcher					
<u>071-054-0004</u> Engage Targets with M136 Launcher					
<u>071-315-0003</u> Operate Night Vision Sight AN/PVS-4					
<u>071-315-0030</u> Operate Night Vision Goggles AN/PVS-5					
<u>071-315-2308</u> Engage Targets with an M16A1 Or M16A2 Rifle Using Night Vision Sight AN/PVS-4					
<u>071-315-2352</u> Engage Targets with an M203 Grenade Launcher Using Night Vision Sight AN/PVS-4					
<u>071-052-0005</u> Operate Night Vision Sight AN/TAS-5					
<u>071-052-0006</u> Engage Targets with an M47 Medium Antitank Weapon					
<u>071-317-3306</u> Perform Misfire Procedures on an M47 Medium Antitank Weapon					

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
<u>071-315-0008</u> Engage Targets with an M60 Machine Gun Using Night Vision Sight AN/PVS-4					
<u>071-054-0001</u> Prepare M136 Launcher for Firing					
<u>071-054-0003</u> Perform Misfire Procedures on M136 Launcher					
<u>071-054-0004</u> Engage Targets with M136 Launcher					
<u>071-315-0003</u> Operate Night Vision Sight AN/PVS-4					
<u>071-315-0030</u> Operate Night Vision Goggles AN/PVS-5					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<u>071-315-0091</u> Operate Thermal Viewer AN/PAS-7				<b>X</b>	<b>X</b>
<u>071-331-0808</u> Identify Threat Weapons	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-326-0501</u> Move as a Member of a Fire Team	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<u>071-326-0608</u> Use Visual Signaling Techniques While Mounted					
<u>071-010-0006</u> Engage Targets with an M249 Machine Gun				<b>X</b>	
<u>071-312-4004</u> Lay an M249 Machine Gun Using Field Expedient Methods					
<u>071-312-4025</u> Maintain an M249 Machine Gun					
<u>071-312-4027</u> Load an M249 Machine Gun					
<u>071-312-4030</u> Zero an M249 Machine Gun					
<u>071-318-2202</u> Engage Targets with an M72A2 Light Antitank Weapon	<b>X</b>	<b>X</b>	<b>X</b>		

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<u>071-318-2203</u> Perform Misfire Procedures on an M72A2 Light Antitank Weapon	X	X	X		
<u>071-326-0511</u> React to Flares	X	X	X		
<u>181-906-1505</u> Conduct Combat Operations According to the Law of War	X	X			
<u>113-571-1016</u> Send a Radio Message	X	X	X		
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>071-315-0091</u> Operate Thermal Viewer AN/PAS-7	X	X			
<u>071-331-0808</u> Identify Threat Weapons	X	X	X	X	X
<u>071-326-0501</u> Move as a Member of a Fire Team	X	X			
<u>071-326-0608</u> Use Visual Signaling Techniques While Mounted			X	X	
<u>071-010-0006</u> Engage Targets with an M249 Machine Gun					
<u>071-312-4004</u> Lay an M249 Machine Gun Using Field Expedient Methods					
<u>071-312-4025</u> Maintain an M249 Machine Gun					
<u>071-312-4027</u> Load an M249 Machine Gun					
<u>071-312-4030</u> Zero an M249 Machine Gun					
<u>071-318-2202</u> Engage Targets with an M72A2 Light Antitank Weapon					
<u>071-318-2203</u> Perform Misfire Procedures on an M72A2 Light Antitank Weapon					
<u>071-326-0511</u> React to Flares					
<u>181-906-1505</u> Conduct Combat Operations According to the Law of War					

**ARTEP 7-7J-DRILL**

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
113-571-1016 Send a Radio Message					
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
071-315-0091 Operate Thermal Viewer AN/PAS-7					
071-331-0808 Identify Threat Weapons		X			X
071-326-0501 Move as a Member of a Fire Team			X	X	
071-326-0608 Use Visual Signaling Techniques While Mounted		X	X	X	X
071-010-0006 Engage Targets with an M249 Machine Gun					
071-312-4004 Lay an M249 Machine Gun Using Field Expedient Methods					
071-312-4025 Maintain an M249 Machine Gun					
071-312-4027 Load an M249 Machine Gun					
071-312-4030 Zero an M249 Machine Gun					
071-318-2202 Engage Targets with an M72A2 Light Antitank Weapon					
071-318-2203 Perform Misfire Procedures on an M72A2 Light Antitank Weapon					
071-326-0511 React to Flares					
181-906-1505 Conduct Combat Operations According to the Law of War					
113-571-1016 Send a Radio Message					
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>INFANTRY TASKS SKILL LEVEL 2</b>					
071-329-1030 Navigate from One Point on the Ground to Another While Mounted		X			

INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<u>071-710-0004</u> Control Use of Night Vision Devices				X	X
<u>061-283-1004</u> Locate a Target by Shift From a Known Point				X	X
<u>071-326-3001</u> Direct a Driver Over a Terrain Route					
<u>071-326-5606</u> Select an Overwatch Position			X	X	X
<u>071-410-0019</u> Control Organic Fires		X	X	X	X
<u>071-326-5502</u> Issue a Fragmentary Order				X	X
<u>071-326-5503</u> Issue a Warning Order				X	X
<u>071-326-5605</u> Control Movement of a Fire Team	X	X	X	X	X
<u>081-831-0101</u> Request Army Aeromedical Evacuation				X	X
<u>071-313-3454</u> Engage Targets with a Caliber .50 M2 Machine Gun					
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>071-329-1030</u> Navigate from One Point on the Ground to Another While Mounted			X	X	
<u>071-710-0004</u> Control Use of Night Vision Devices	X	X			
<u>061-283-1004</u> Locate a Target by Shift From a Known Point	X	X			
<u>071-326-3001</u> Direct a Driver Over a Terrain Route			X	X	
<u>071-326-5606</u> Select an Overwatch Position	X	X	X		X
<u>071-410-0019</u> Control Organic Fires	X	X		X	
<u>071-326-5502</u> Issue a Fragmentary Order	X	X			
<u>071-326-5503</u> Issue a Warning Order	X	X			
<u>071-326-5605</u> Control Movement of a Fire Team	X	X		X	

**ARTEP 7-7J-DRILL**

<b>INDIVIDUAL TASK TITLE AND NUMBER</b>	<b>BATTLE DRILLS</b>				
081-831-0101 Request Army Aeromedical Evacuation	<b>X</b>				
071-313-3454 Engage Targets with a Caliber .50 M2 Machine Gun	<b>X</b>				
	<b>07-3-D9234</b>	<b>07-3-D9235</b>	<b>07-3-D9236</b>	<b>07-3-D9237</b>	<b>07-3-D9324</b>
071-329-1030 Navigate from One Point on the Ground to Another While Mounted					
071-710-0004 Control Use of Night Vision Devices					
061-283-1004 Locate a Target by Shift From a Known Point					
071-326-3001 Direct a Driver Over a Terrain Route					
071-326-5606 Select an Overwatch Position					
071-410-0019 Control Organic Fires					
071-326-5502 Issue a Fragmentary Order					
071-326-5503 Issue a Warning Order					
071-326-5605 Control Movement of a Fire Team					
081-831-0101 Request Army Aeromedical Evacuation					
071-313-3454 Engage Targets with a Caliber .50 M2 Machine Gun					
	<b>07-3-D9103</b>	<b>07-3-D9104</b>	<b>07-3-D9105</b>	<b>07-3-D9106</b>	<b>07-3-D9108</b>
<b>INFANTRY TASKS SKILL LEVEL 3</b>					
071-326-5611 Conduct the Maneuver of a Squad	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
071-410-0010 Conduct a Leader's Reconnaissance				<b>X</b>	<b>X</b>
071-317-3324 Select a Fighting Position for an M47 Medium Antitank Weapon	<b>X</b>	<b>X</b>			



INDIVIDUAL TASK TITLE AND NUMBER	BATTLE DRILLS				
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>071-326-5611</u> Conduct the Maneuver of a Squad	X	X			
<u>071-410-0010</u> Conduct a Leader's Reconnaissance	X	X			
<u>071-317-3324</u> Select a Fighting Position for an M47 Medium Antitank Weapon					
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
<u>071-326-5611</u> Conduct the Maneuver of a Squad					
<u>071-410-0010</u> Conduct a Leader's Reconnaissance					
<u>071-317-3324</u> Select a Fighting Position for an M47 Medium Antitank Weapon					
	07-3-D9103	07-3-D9104	07-3-D9105	07-3-D9106	07-3-D9108
<b>INFANTRY TASKS SKILL LEVEL 4</b>					
<u>071-326-5630</u> Conduct Movement Techniques by a Platoon	X	X	X	X	X
<u>071-420-0005</u> Conduct the Maneuver of a Platoon	X	X	X	X	X
	07-3-D9110	07-3-D9112	07-3-D9122	07-3-D9123	07-3-D9233
<u>071-326-5630</u> Conduct Movement Techniques by a Platoon	X	X			
<u>071-420-0005</u> Conduct the Maneuver of a Platoon	X	X			
	07-3-D9234	07-3-D9235	07-3-D9236	07-3-D9237	07-3-D9324
<u>071-326-5630</u> Conduct Movement Techniques by a Platoon					
<u>071-420-0005</u> Conduct the Maneuver of a Platoon					

**GLOSSARY****Section I**  
**Abbreviations**

<b>AA</b>	assembly area; antiaircraft
<b>AAR</b>	after-action review
<b>ACE</b>	armored combat earth mover
<b>AP</b>	antipersonnel; armor-piercing
<b>APDS-T</b>	armor-piercing discarding sabot-tracer
<b>AR</b>	Army Regulation; Army Reserve
<b>ARTEP</b>	Army Training and Evaluation Program
<b>ATGM</b>	antitank guided missile
<b>BC</b>	Bradley commander
<b>BFV</b>	Bradley fighting vehicle
<b>CAS</b>	Close Air Support
<b>CEOI</b>	Communications Electronic Operating Instructions
<b>coax</b>	coaxial
<b>CP</b>	control panel; command post
<b>CTC</b>	combat training center
<b>CVC</b>	combat vehicle crewman
<b>DA</b>	Department of the Army
<b>EPW</b>	enemy prisoner of war
<b>FIST</b>	Fire Support Team
<b>FM</b>	field manual; frequency modulation (radio)
<b>FO</b>	forward observer
<b>FPW</b>	firing port weapon
<b>FRAGO</b>	fragmentary order
<b>FTX</b>	Field Training Exercise
<b>G</b>	nerve agent; grenadier

<b>HE</b>	high-explosive
<b>HEI-T</b>	high-explosive incendiary tracer (ammunition)
<b>IAW</b>	in accordance with
<b>IFV</b>	infantry fighting vehicle
<b>ISU</b>	integrated sight unit
<b>KIA</b>	killed in action
<b>LAW</b>	lubricating oil, Arctic weapon; light antitank weapon
<b>METL</b>	mission-essential task list
<b>METT-T</b>	mission, enemy, terrain, troops, and time
<b>MILES</b>	Multiple Integrated Laser Engagement System
<b>mm</b>	millimeter
<b>MOPP</b>	mission-oriented protection posture
<b>MOS</b>	military occupational specialty
<b>MOUT</b>	military operations on urban terrain
<b>MTP</b>	mission training plan; MOS training plan
<b>NBC</b>	nuclear, biological, and chemical
<b>NLT</b>	not later than
<b>no</b>	number
<b>NOD</b>	night observation device
<b>NVD</b>	night vision device
<b>op; OP</b>	operate, operation(s), operational, operator's; observation post
<b>OPD</b>	officer professional development
<b>OPFOR</b>	opposing forces
<b>OPORD</b>	operations order
<b>PL</b>	platoon leader; preservative lubricant; phase line
<b>PMCS</b>	preventive maintenance checks and services
<b>POL</b>	petroleum, oils, and lubricants
<b>PSG</b>	platoon sergeant

<b>R</b>	right
<b>RATELO</b>	radiotelephone operator
<b>ROE</b>	rules of engagement
<b>SH</b>	sexual harassment; student handout
<b>SL</b>	squad leader; skill level
<b>SM</b>	soldier's manuals
<b>SMCT</b>	soldier's manual of common tasks
<b>SOP</b>	standing operating procedure
<b>STP</b>	soldier's training publication
<b>STX</b>	situational training exercise
<b>T&amp;EO</b>	training and evaluation outline
<b>TC</b>	technical coordinator; training circular
<b>TEWT</b>	tactical exercise without troops
<b>TG</b>	trainer's guide
<b>TL</b>	team leader
<b>tm; TM</b>	team; technical manual
<b>TNT</b>	trinitrotoluene
<b>TOW</b>	tube-launched, optically tracked, wire-guided
<b>TRP</b>	target reference point
<b>WIA</b>	wounded in action

## REFERENCES

### Required Publications

Required publications are sources that users must read in order to understand or to comply with this publication.

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FM 23-1	Bradley Gunnery. 18 March 1996.
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TM 9-2350-252-10-1	Operator's Manual For Fighting Vehicle, Cavalry, M3, M3A1, Hull. 1 November 1986.
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Related publications are sources of additional information. They are not required in order to understand this publication.

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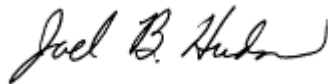
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**ARTEP 7-7J-DRILL**  
**28 JUNE 2002**

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